

Date 11/20/09

- Board Team Final**
- Creators Pass**
- Network Approval**
- Network Standards Approval**
- Recording Board**
- Revisionist Pass**
- Animatic Scan Board**
- Pre-Animatic Slug Board**
- Conformed to Animatic Board**
- Final**

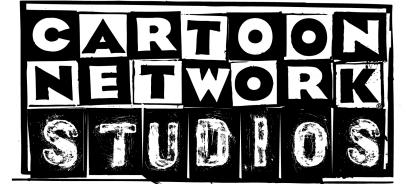
**“Marceline’s Henchman”**  
**692-021**

# **Network Standards Board**

**Adventure Time with Finn & Jake**  
**Created by**  
**Pendleton Ward**

**Creative Director**  
**Pat McHale**

**Storyboard by**  
**Luther McLaurin & Cole Sanchez**



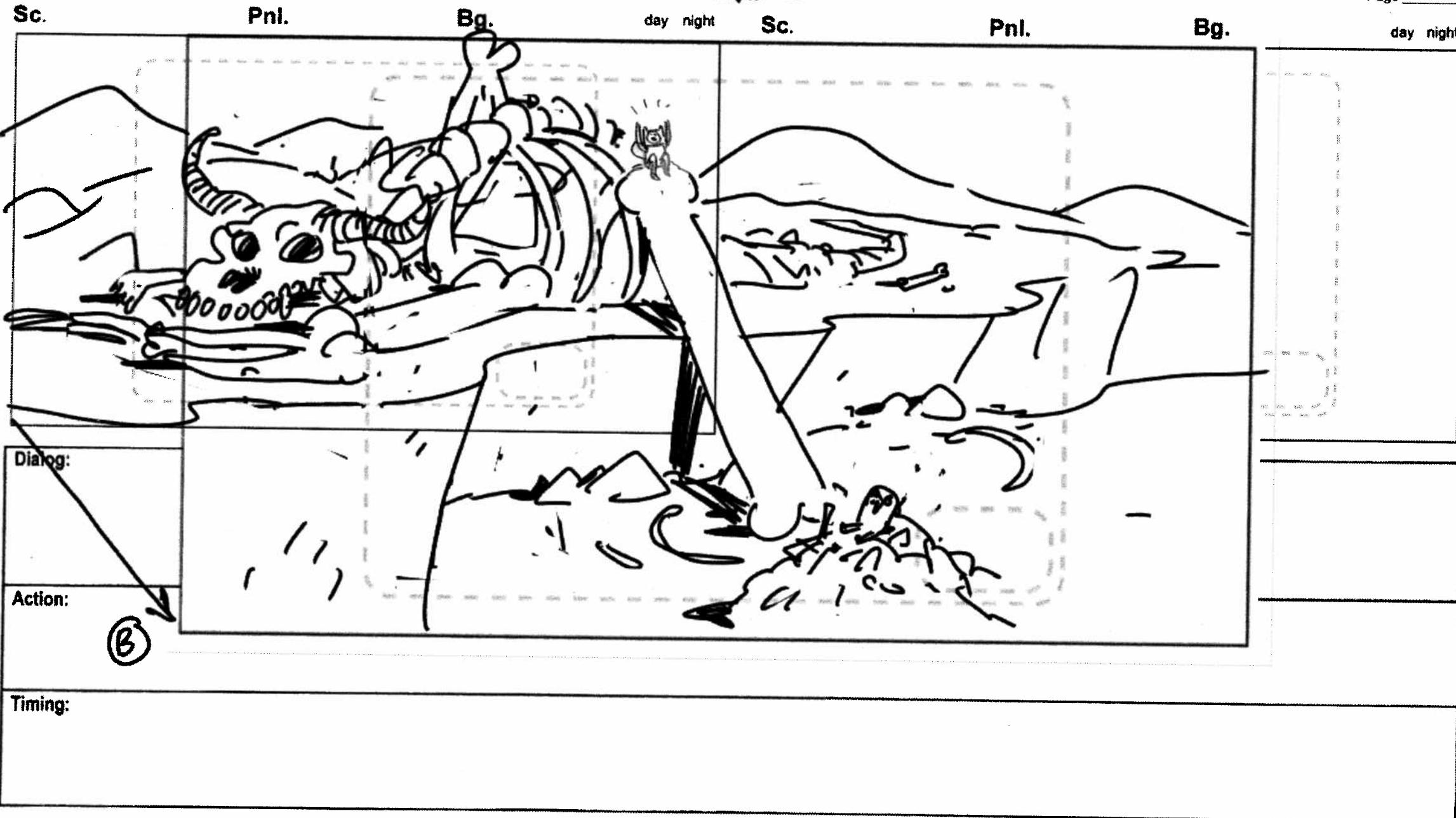
FADE  
IN

# ADVENTURE TIME



Page

/



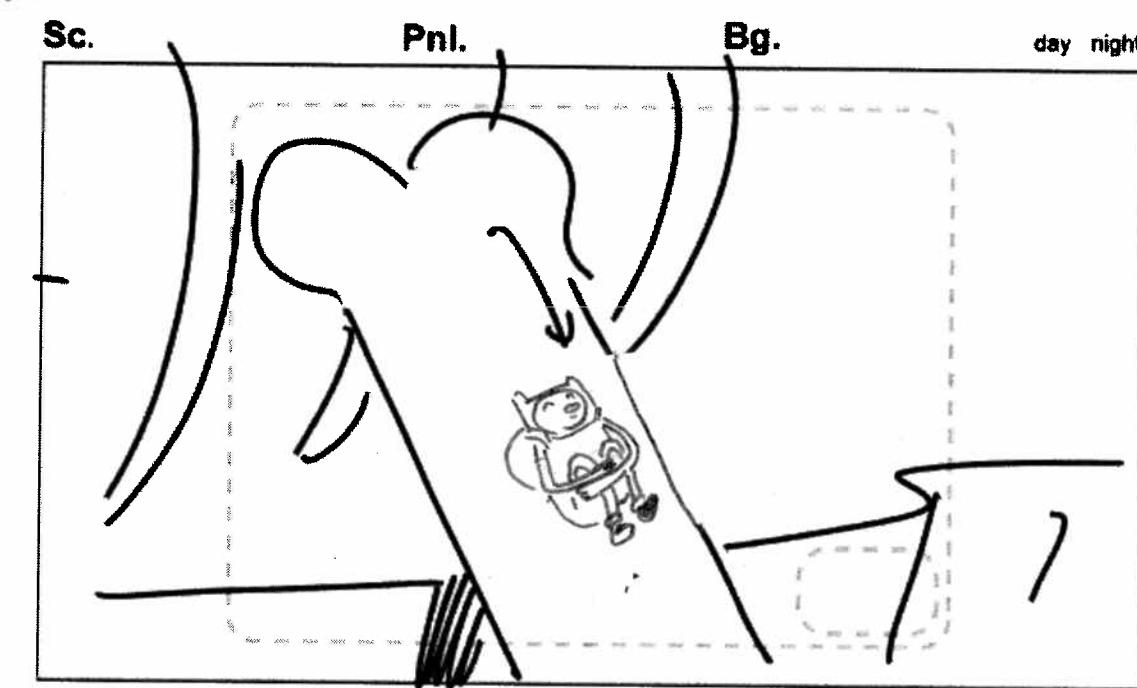
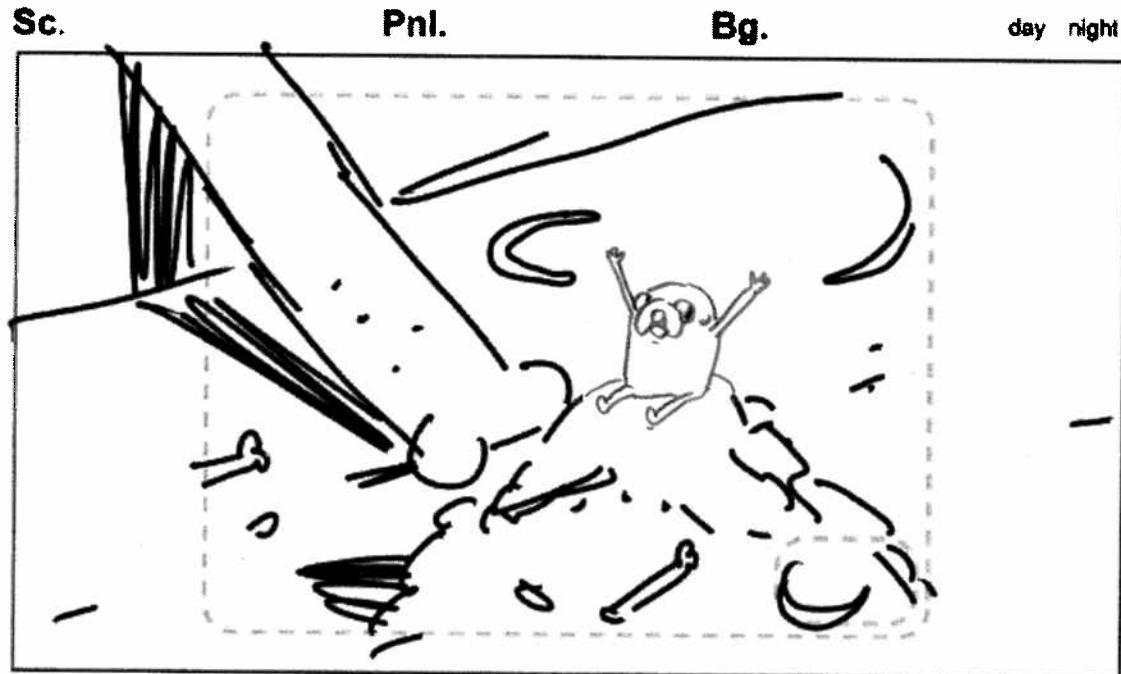
# ADVENTURE TIME



Page 2

EPISODE #

2



Dialog:

J) Ha ha! Yeah! do it!

(SP)

F) Wheeeee!

Action:



Timing:

Production :

# ADVENTURE TIME



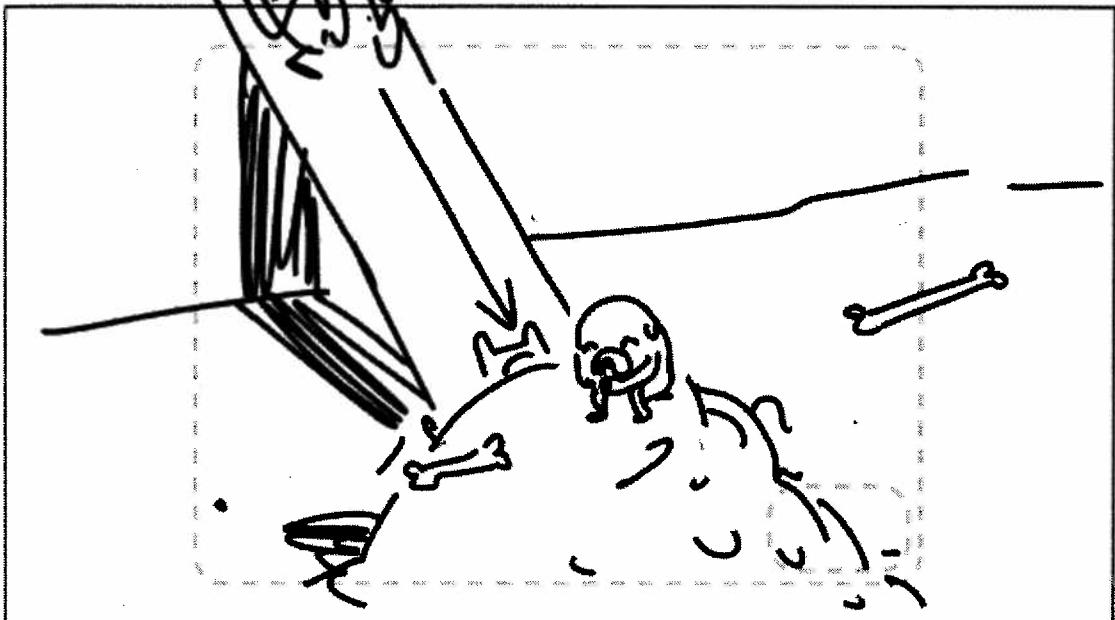
Page 3

Sc.

Pnl.

Bg.

day night

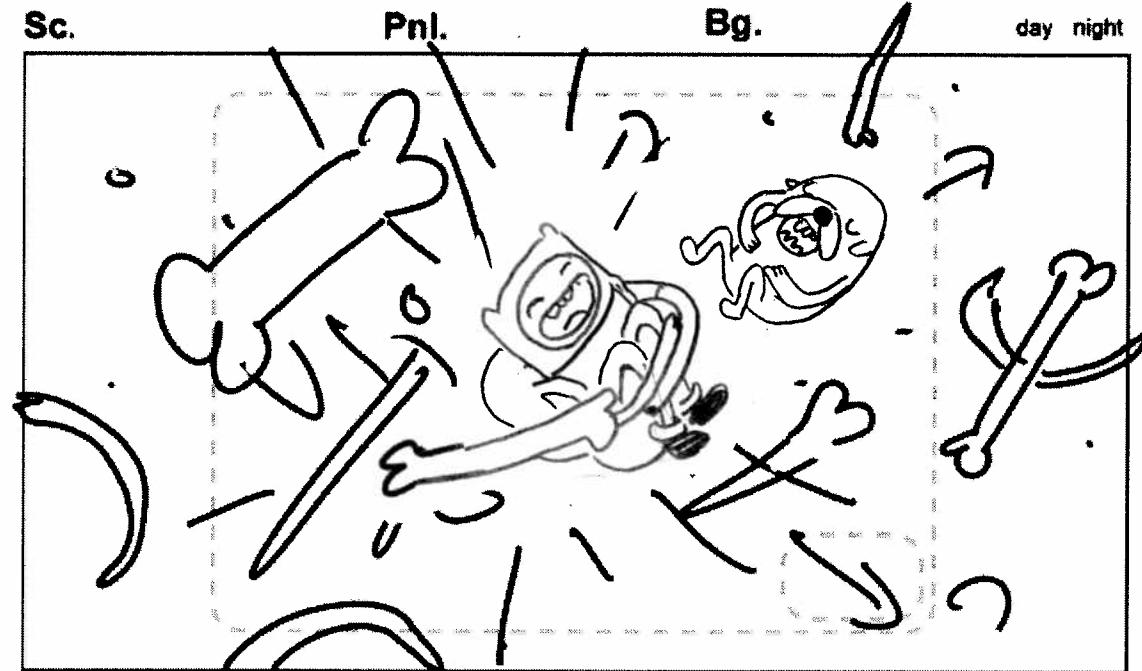


Sc.

Pnl.

Bg.

day night



Dialog:

Boom!

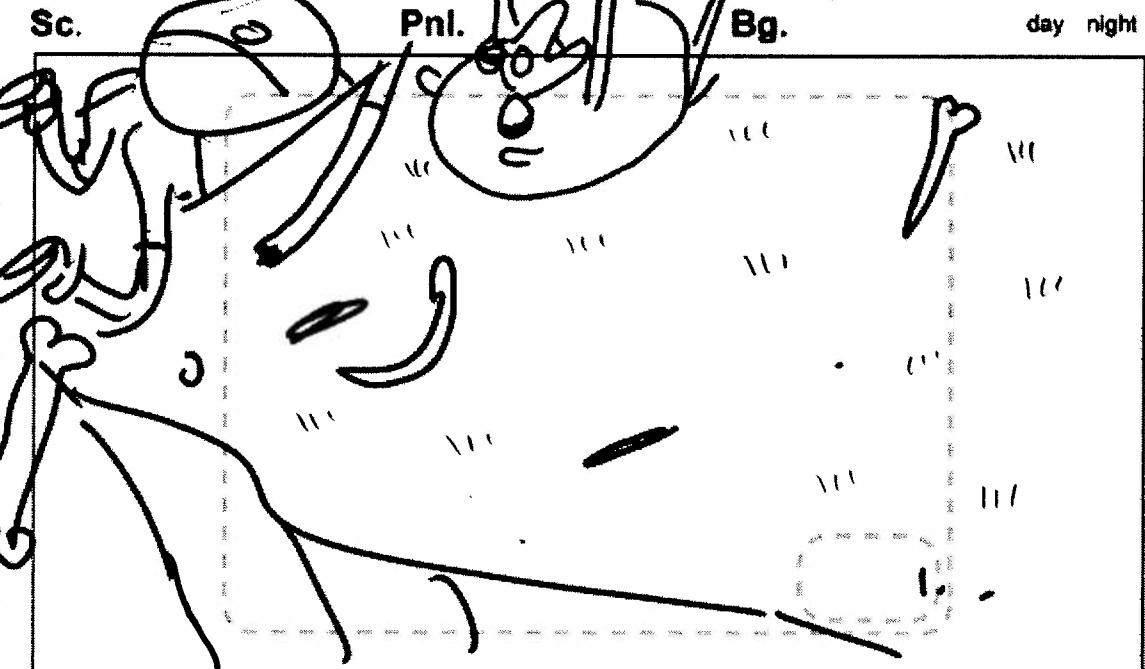
Action:

Timing:

# ADVENTURE TIME



day night



Sc.

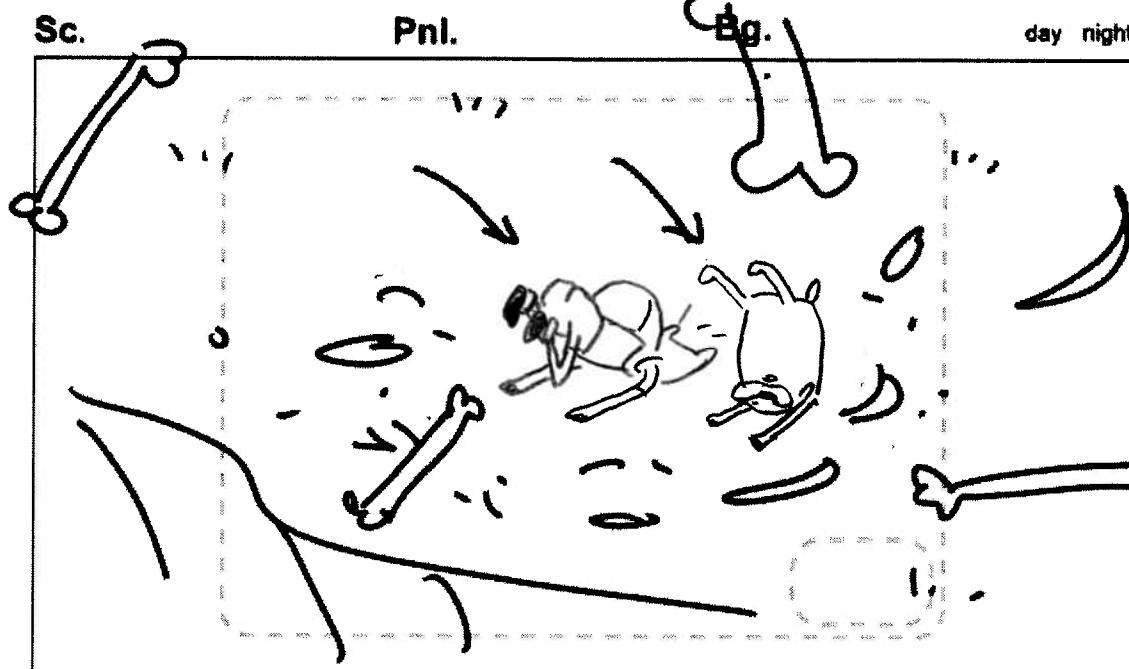
Pnl.

B.g.

Page

4

day night



EPISODE #

Dialog:

Action:

Timing:

Production :

# ADVENTURE TIME



Page 5

5

Sc.

Pnl.

Bg.

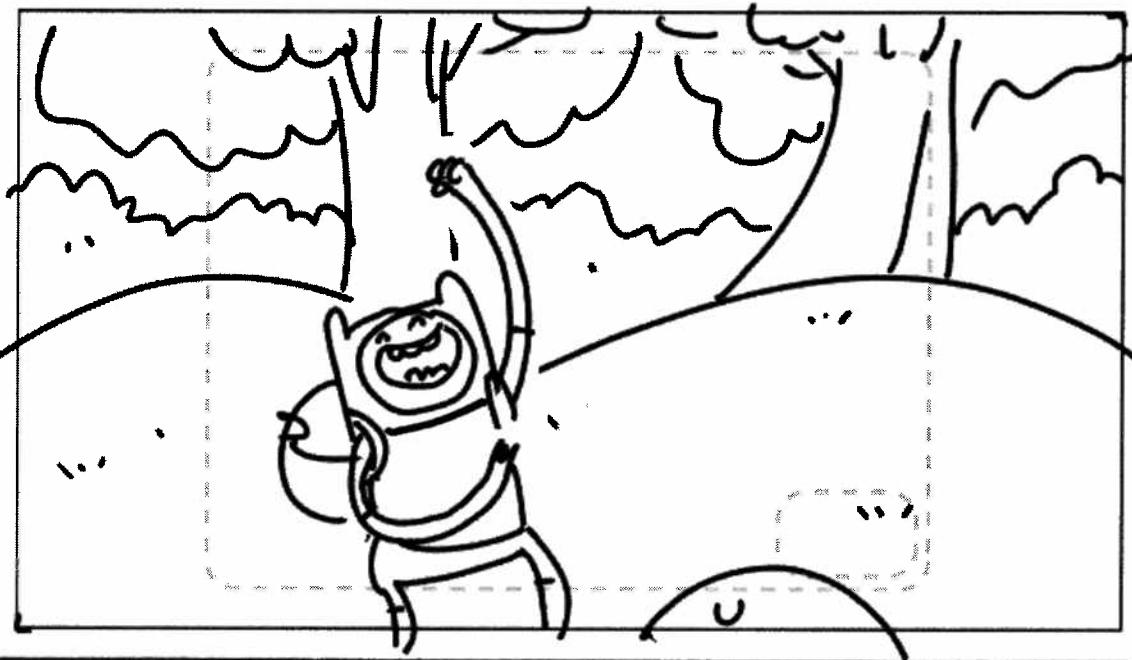
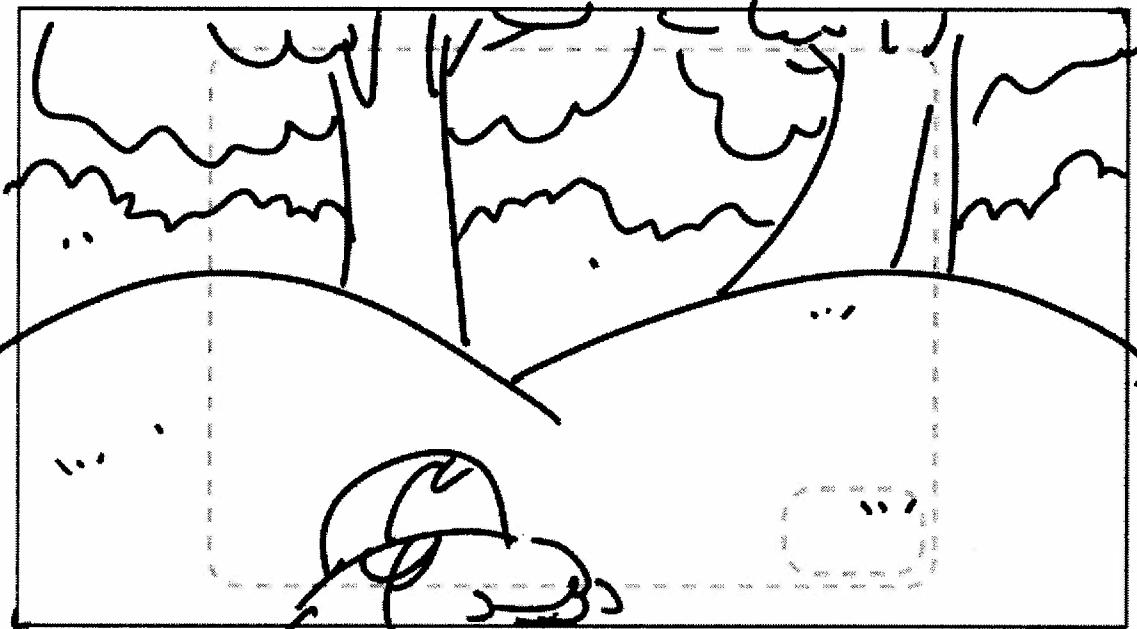
day night

Sc.

Pnl.

Bg.

day night



Dialog:

F) Awesome!

Action:

Timing:

EPISODE #

Production :

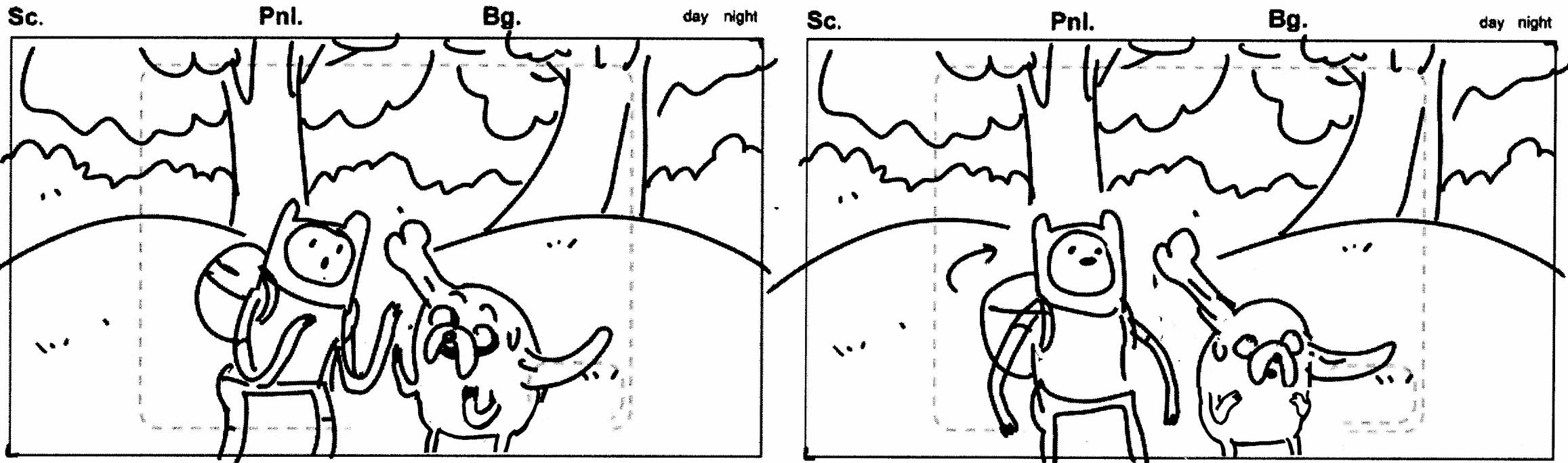
51

# ADVENTURE TIME



Page 6

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EPISODE #

Production :

Dialog:

J) Man, I'm such  
a bonehead-

OLDMAN - (vo) (crying)

oooh - ho - ho - ho .

Action:



F) hah-hah-ha .

Ooohh!!

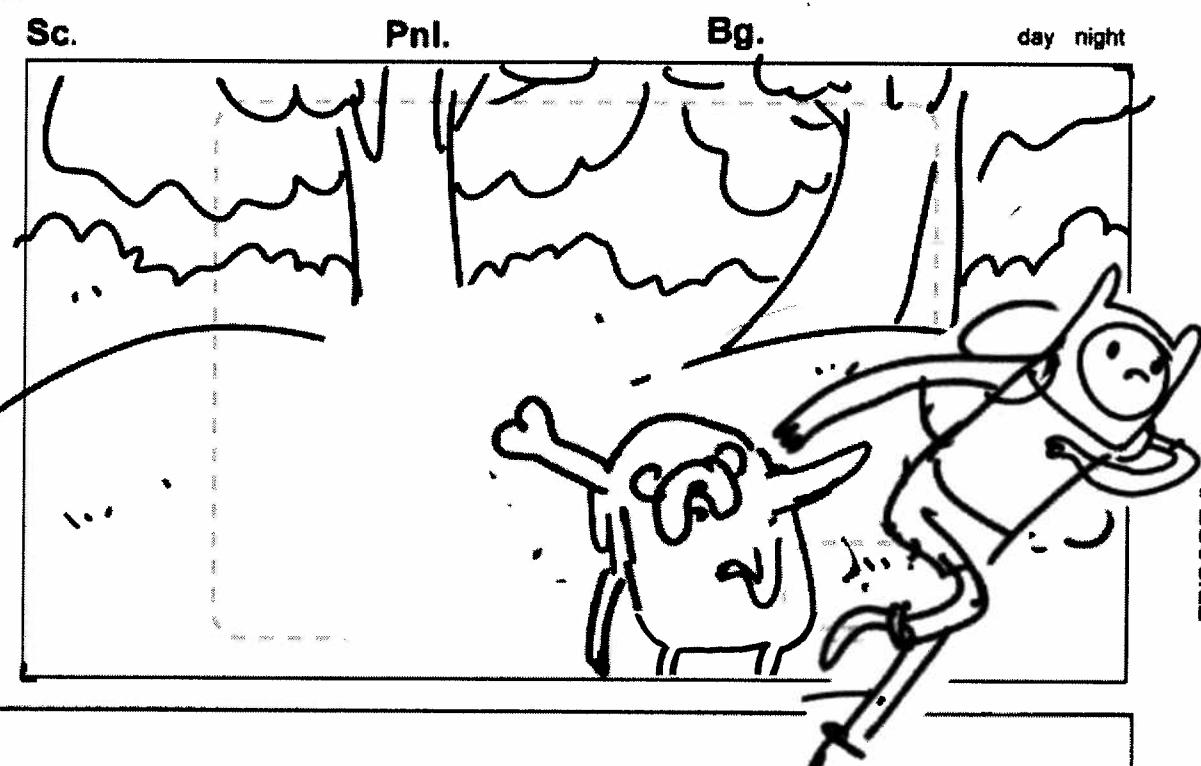
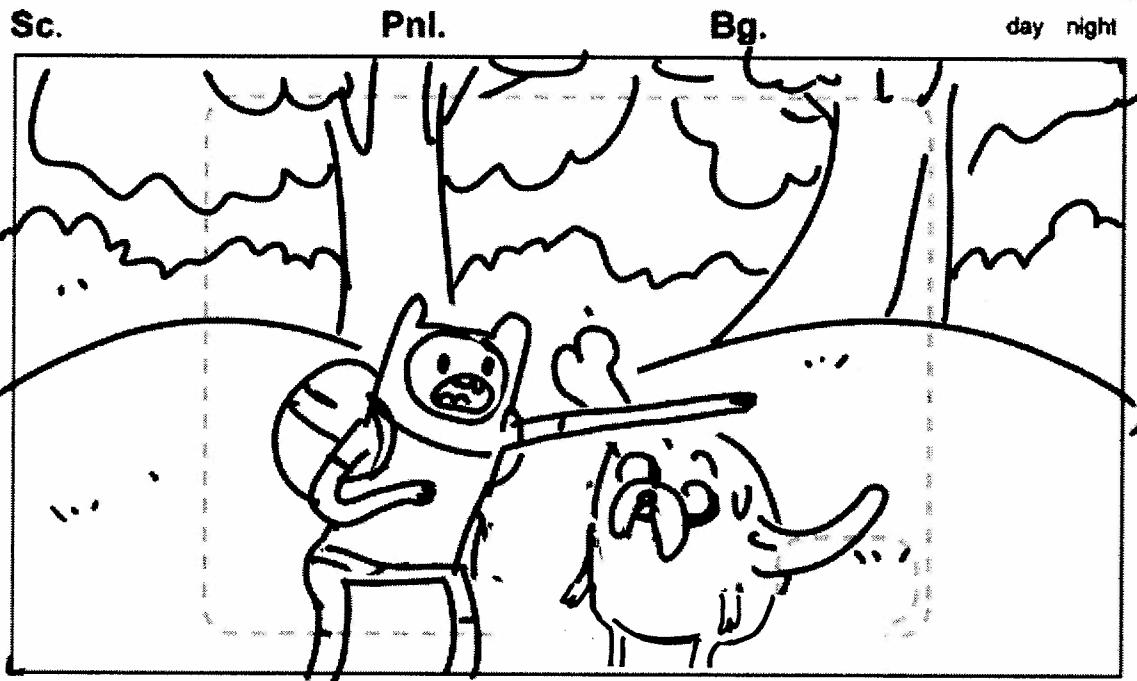
Timing:

# ADVENTURE TIME



Page 7

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EPISODE #

Production : 2

Dialog:

F) Some one needs  
our help!!

Action:

Timing:

# ADVENTURE TIME



Page 8

Sc.

Pnl.

Bg.

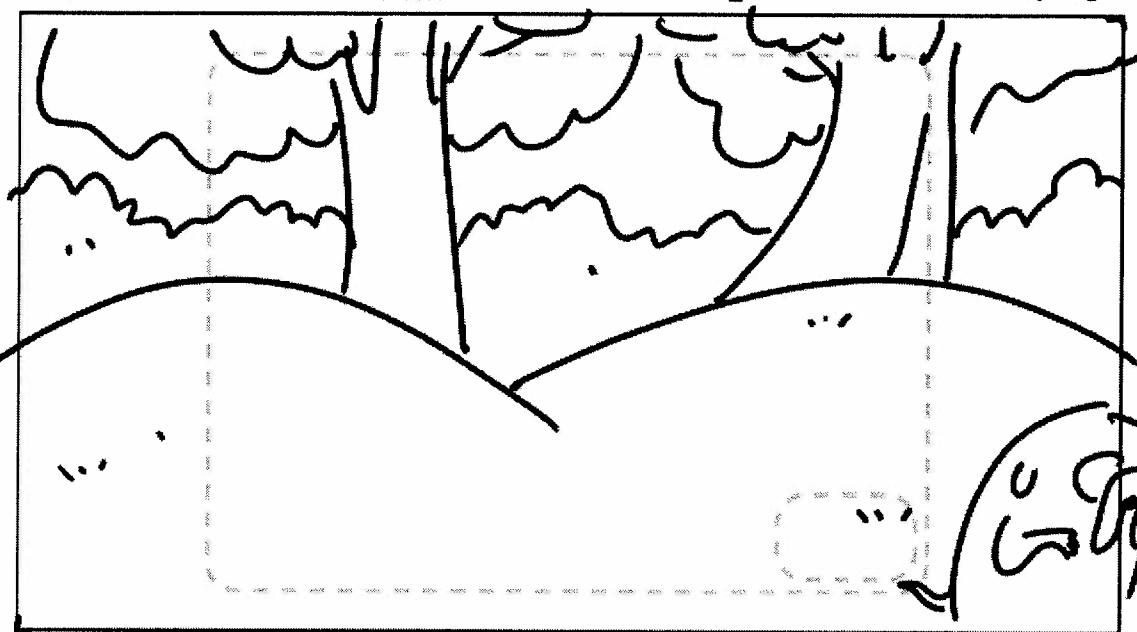
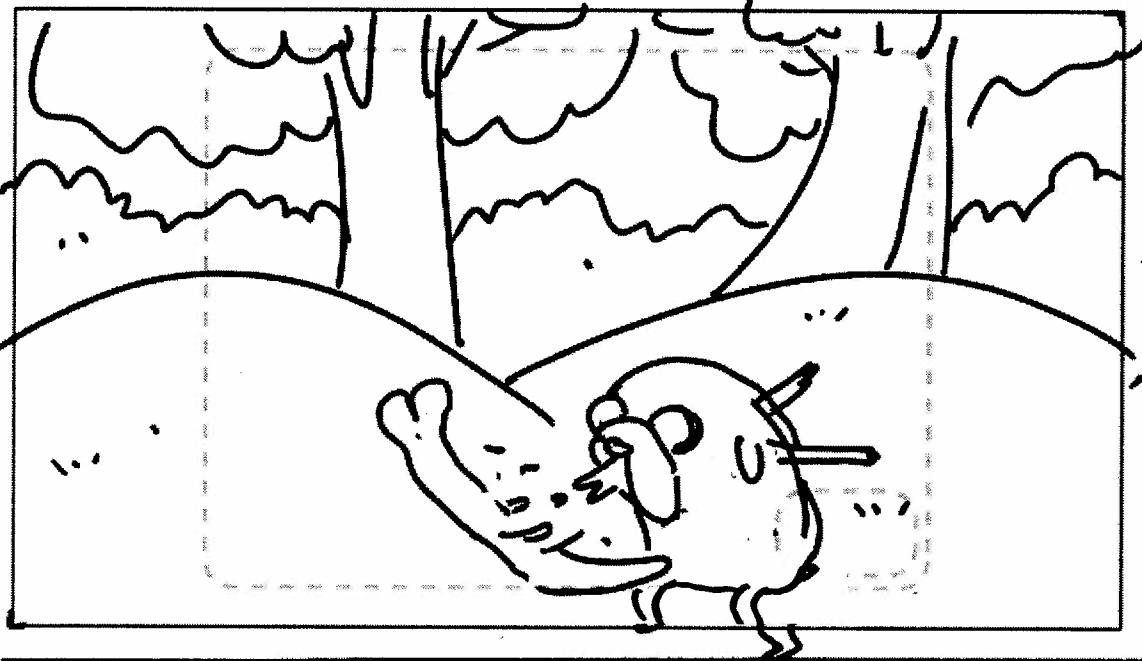
day night

Sc.

Pnl.

Bg.

day night



EPISODE #

Dialog:

(ptew!)

Action:

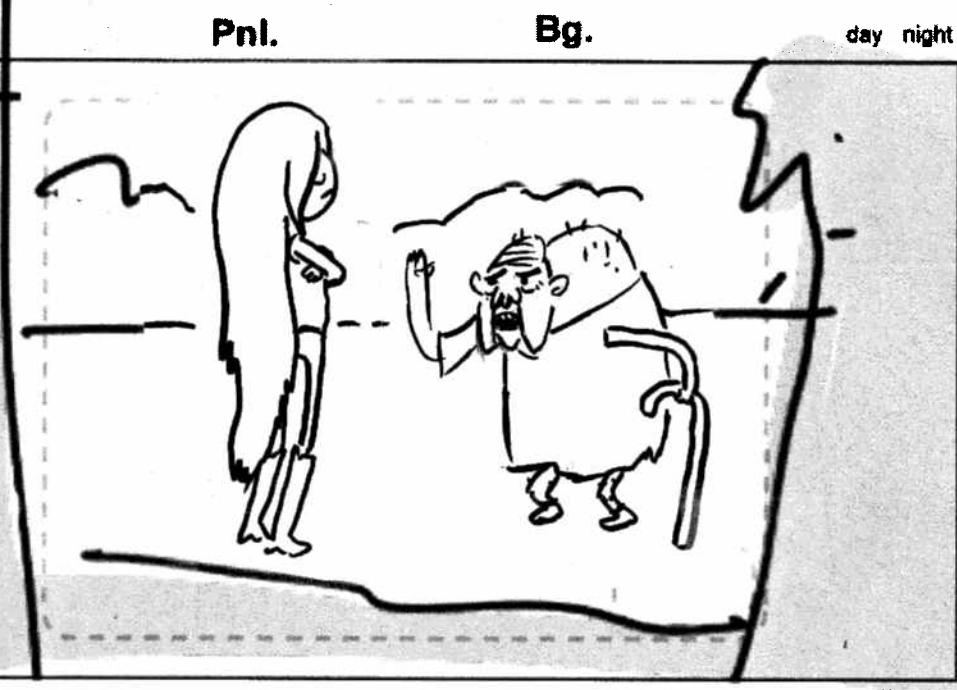
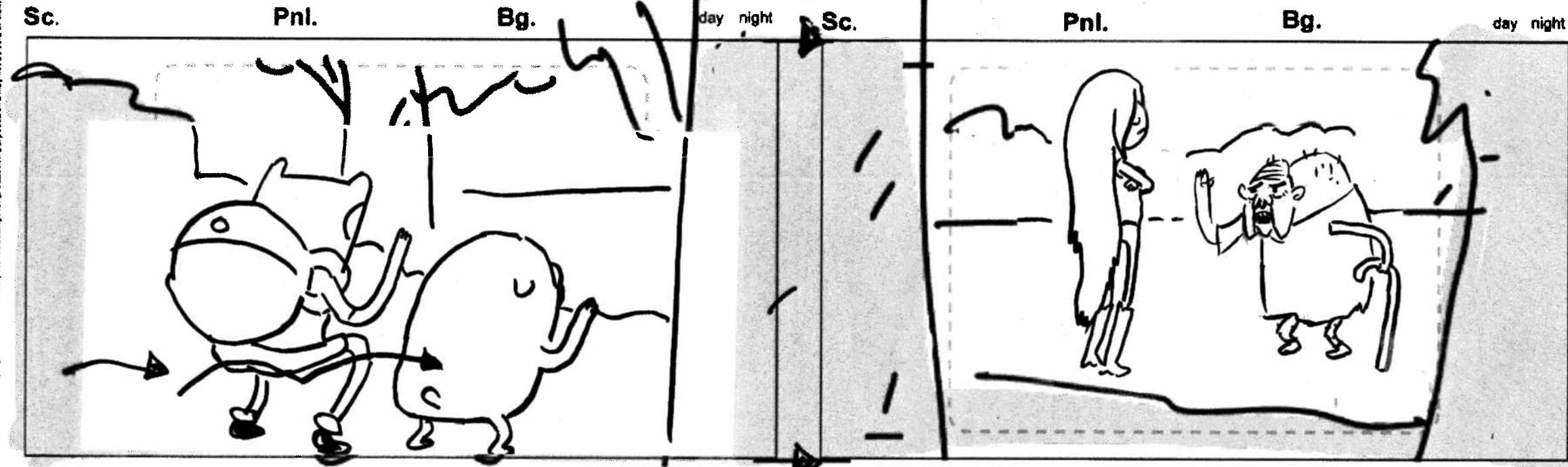
Timing:

Production :

# ADVENTURE TIME



Page 9



Dialog: M) (vo) What is it  
about Hankman for life

old man) Awww!  
Cmon!

Action: that you dont understand?



Timing:



EPISODE #

Production :

9

# ADVENTURE TIME



Page 10

Sc.

Pnl.

Bq.

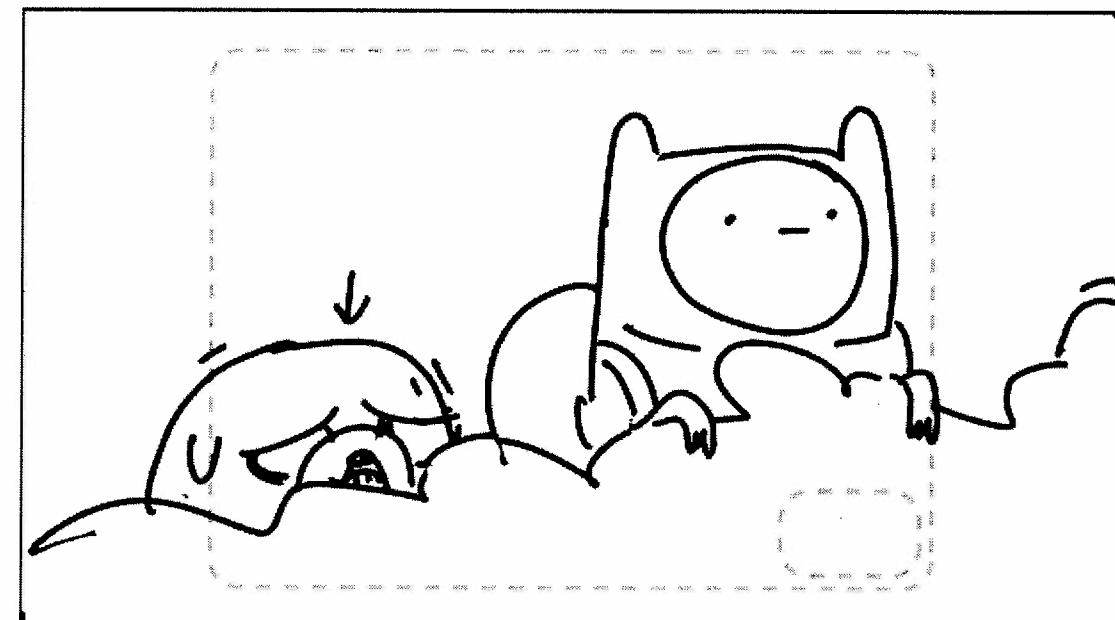
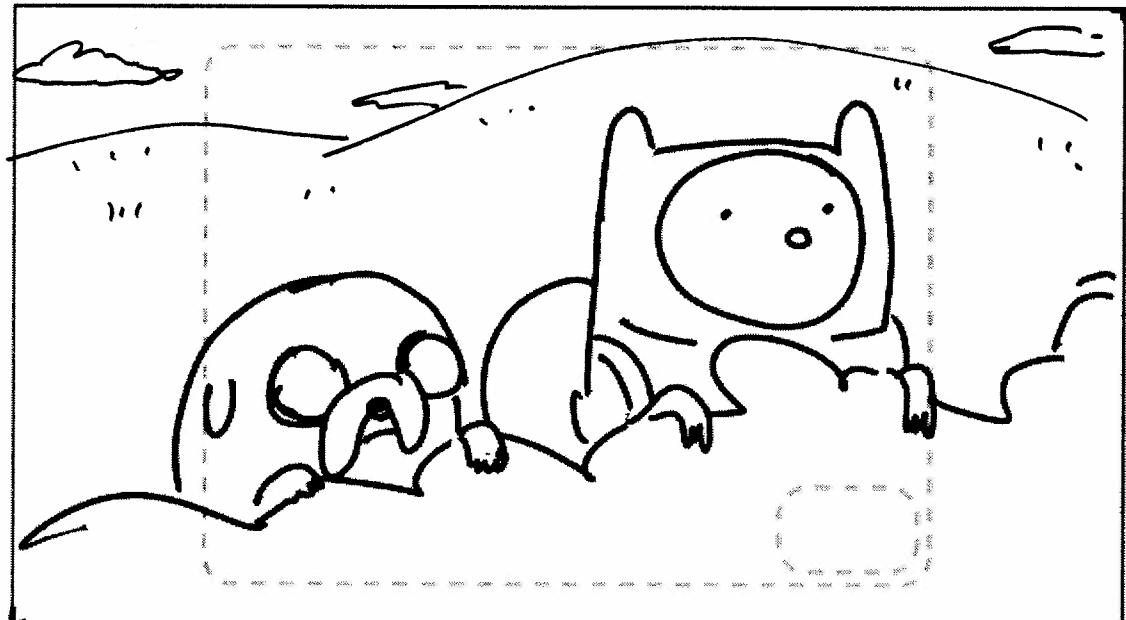
day night

Sc

PnI

Bq.

day night



## Dialog:

F) Dude it's Marceline.

# THE VAMPIRE QUEEN

J) uhhh . . h . .hhh . .

**Action:**

### Timing:

## Production :

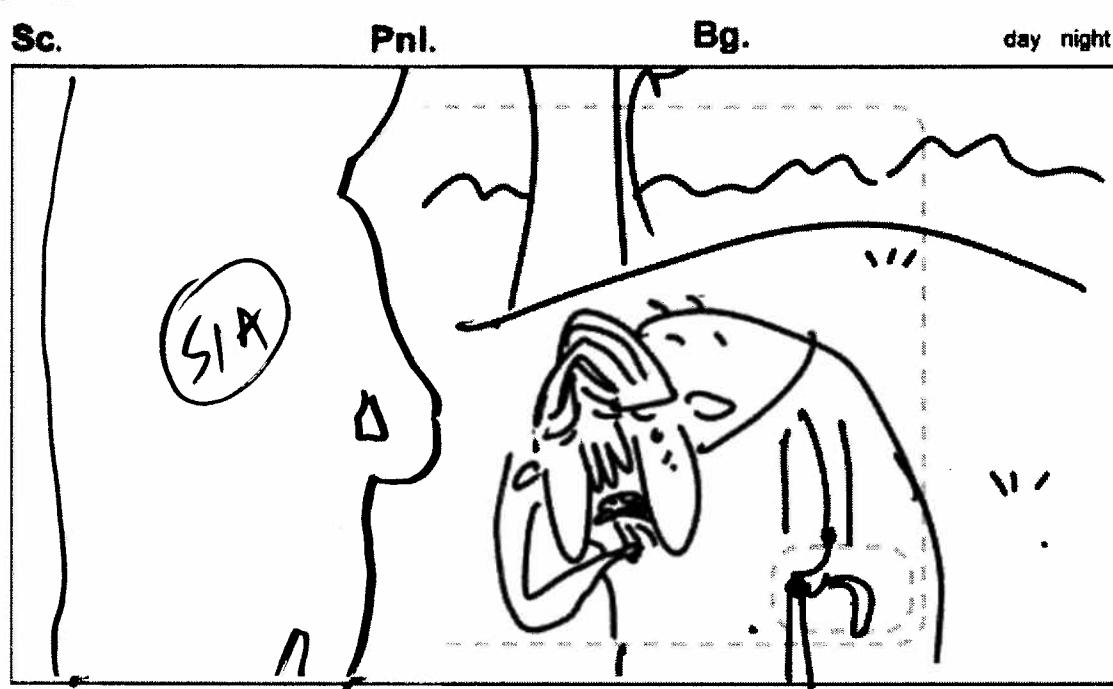
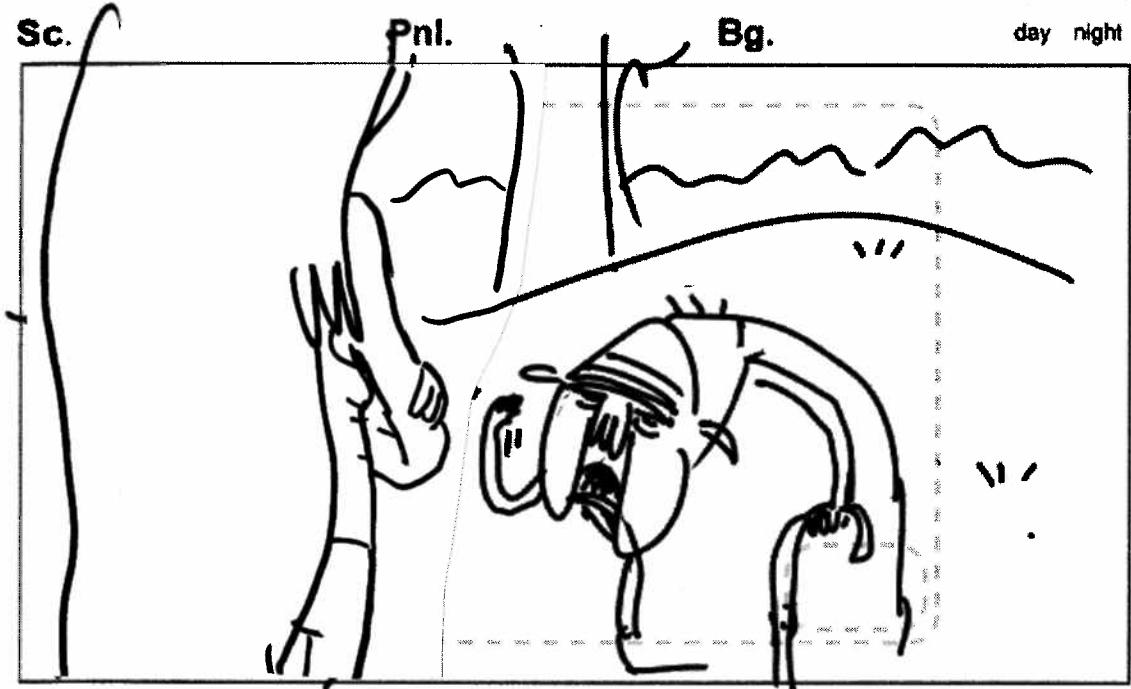
10

EPISODE #

# ADVENTURE TIME



Page 11



Dialog:	<p>OM) I've served you <u>faithfully</u> haven't I?</p>	(sob)
Action:		
Timing:		

EPISODE #

Production :

# ADVENTURE TIME



Page

12

Sc.

Pnl.

Bg.

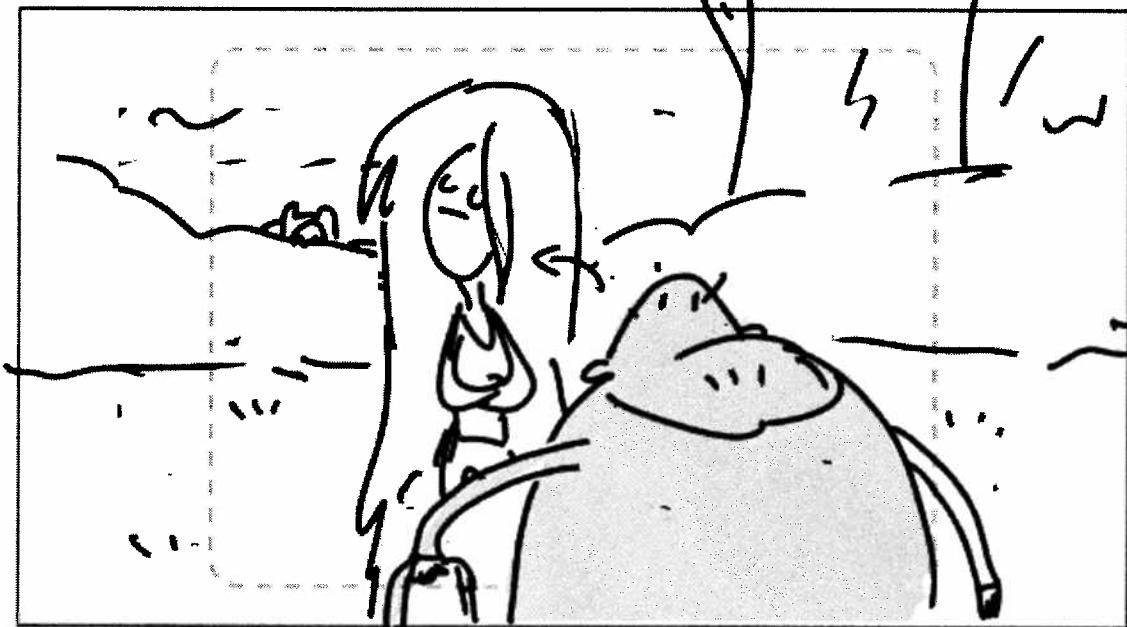
day night

Sc.

Pnl.

Bg.

day night



Dialog:	<p>0m) Can you find the <u>compassion</u> to release this poor old body.</p>
Action:	
Timing:	<p>SP</p>

EPISODE #

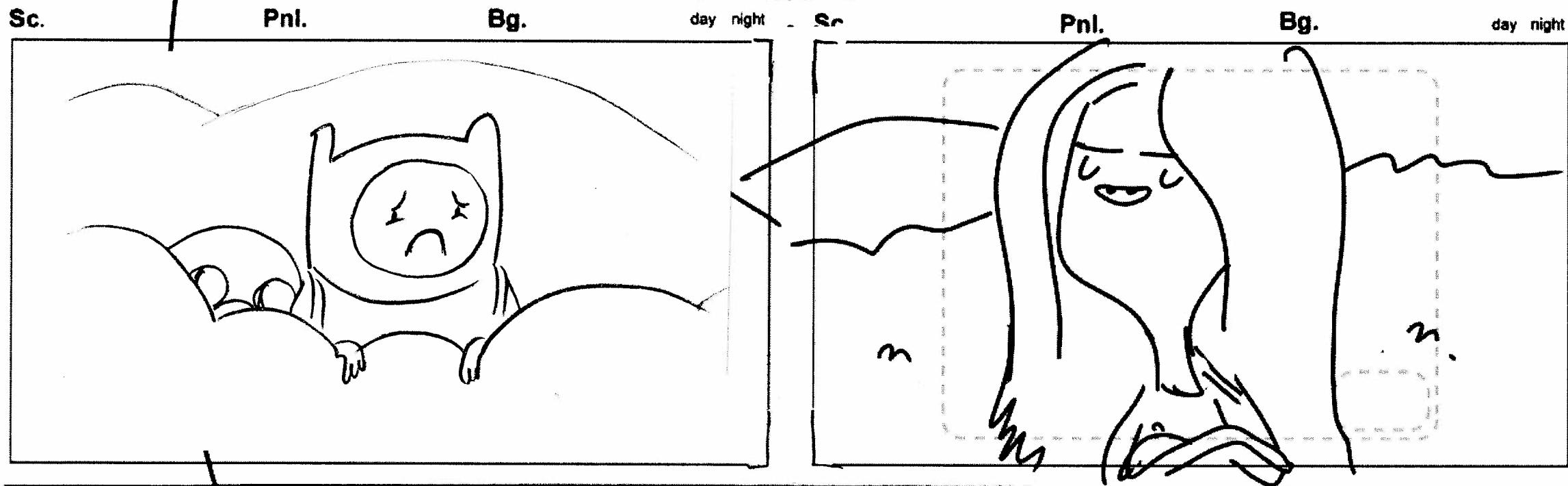
Production :

12

# ADVENTURE TIME



Page 13



EPISODE #

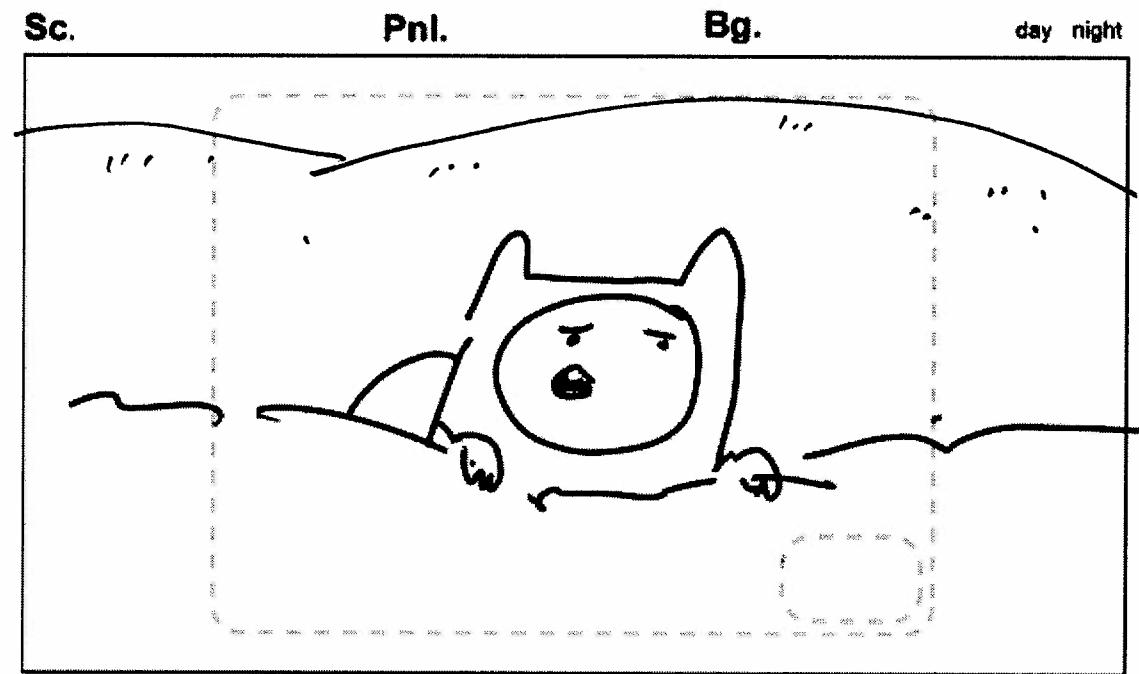
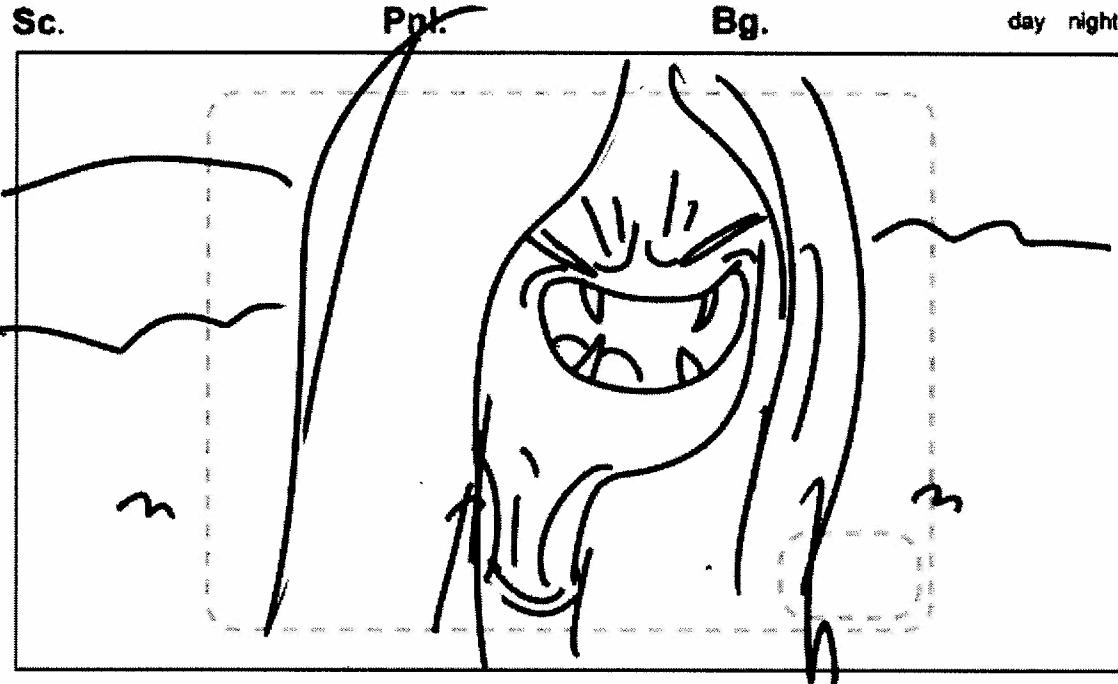
Dialog:	F) (snif,snif)      m) (SIGH)      Henchman for life means...
Action:	
Timing:	

Production :

# ADVENTURE TIME



Page 14



EPISODE #

Dialog: ...HENCHMAN FOR LIFE!

Action:

Timing:

F) Jake, you still  
petrified of  
vampires?  
(whisper)

Production : 14

# ADVENTURE TIME



Page 15

Sc.

Pnl.

Bg.

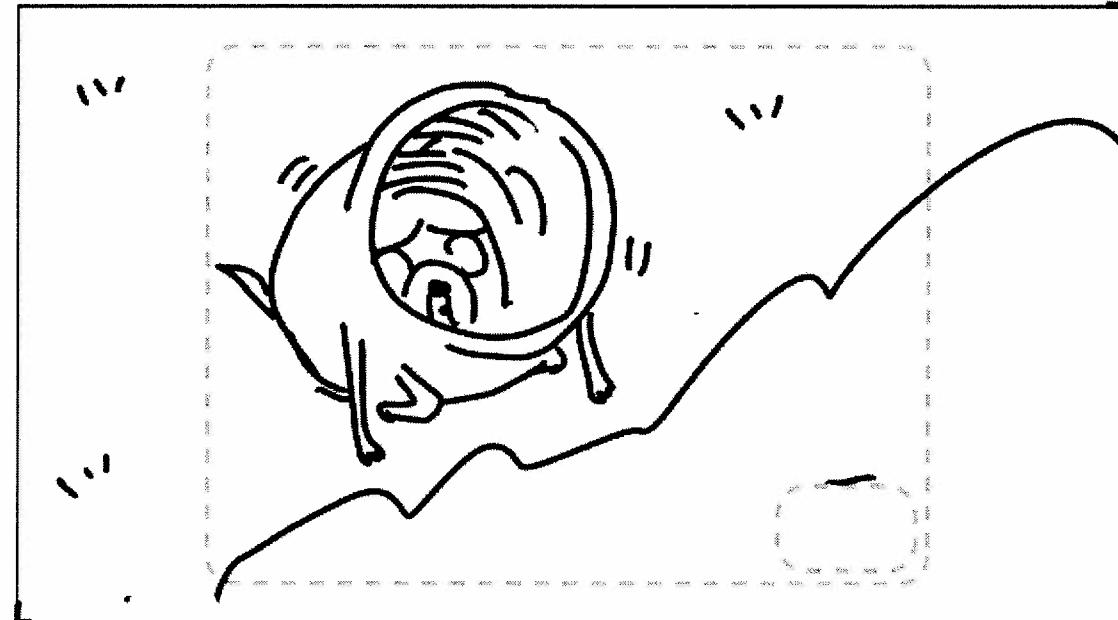
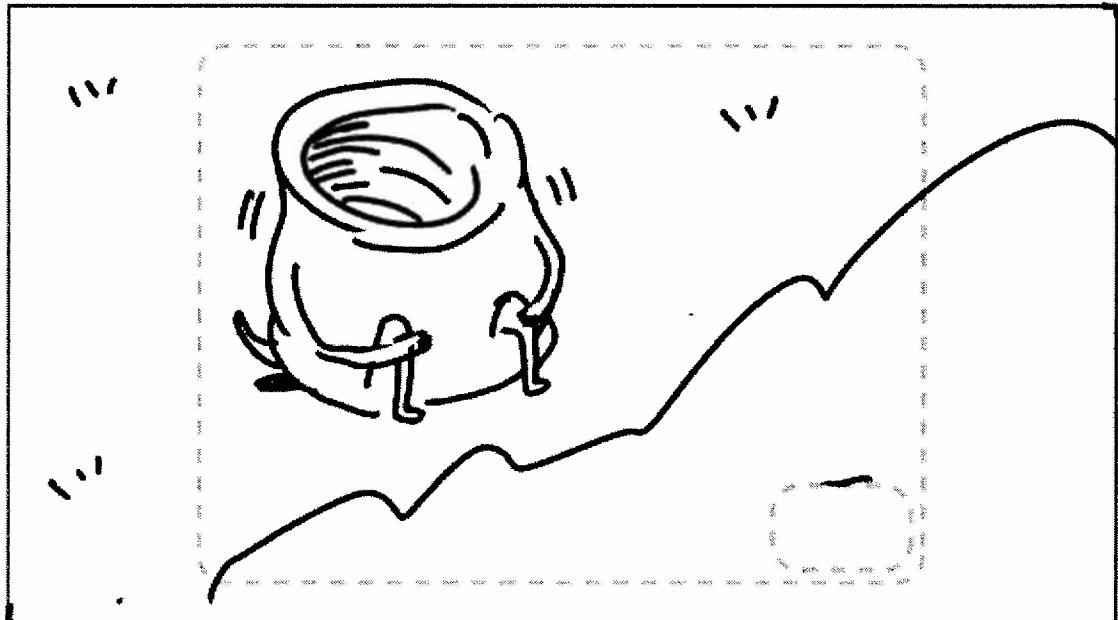
day night

Sc.

Pnl.

Bg.

day night



Dialog:

J) No...

No... I'm not.

Action:

Timing:

EPISODE #

Production :

15

# ADVENTURE TIME



Page 16

Sc.

Pnl.

Bg.

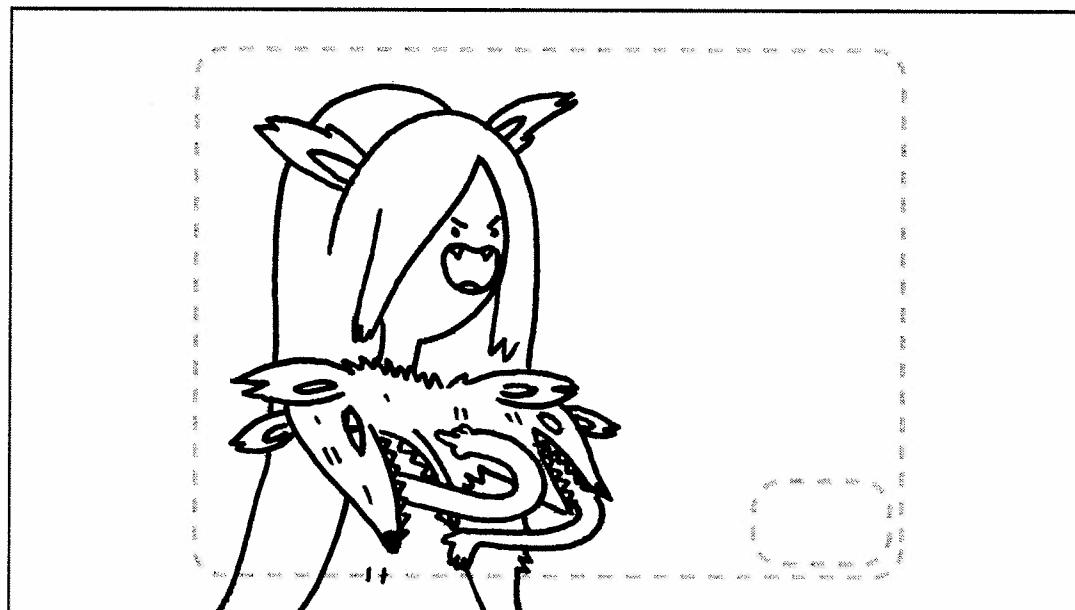
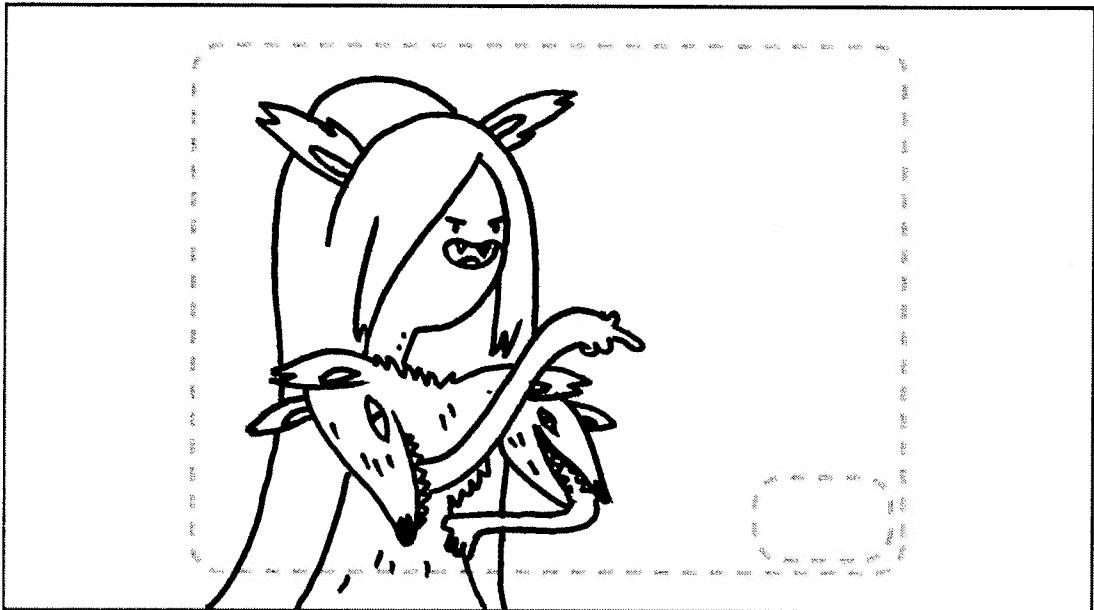
day night

Sc.

Pnl.

Bg.

day night



Dialog:

(M)

Fall on the ground

for me!

Action:

Timing:

EPISODE #

Production :

# ADVENTURE TIME



Page 17

Sc.

Pnl.

Bg.

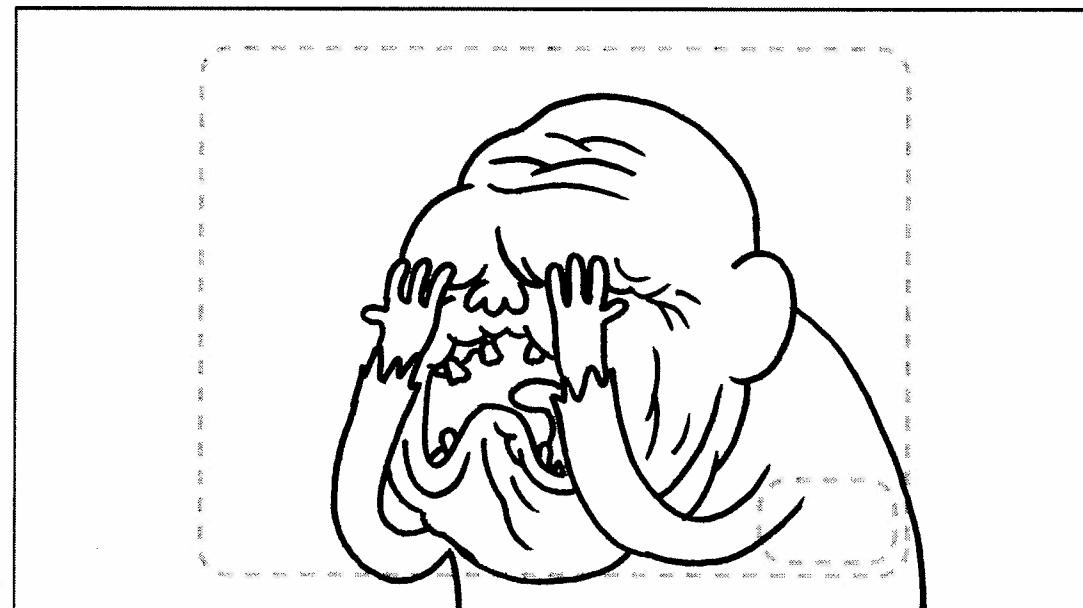
day night

Sc.

Pnl.

Bg.

day night



Dialog:

old man: Please don't make me!

Action:

Timing:

EPISODE #

Production :

# ADVENTURE TIME



Page 18

Sc.

Pnl.

Bg.

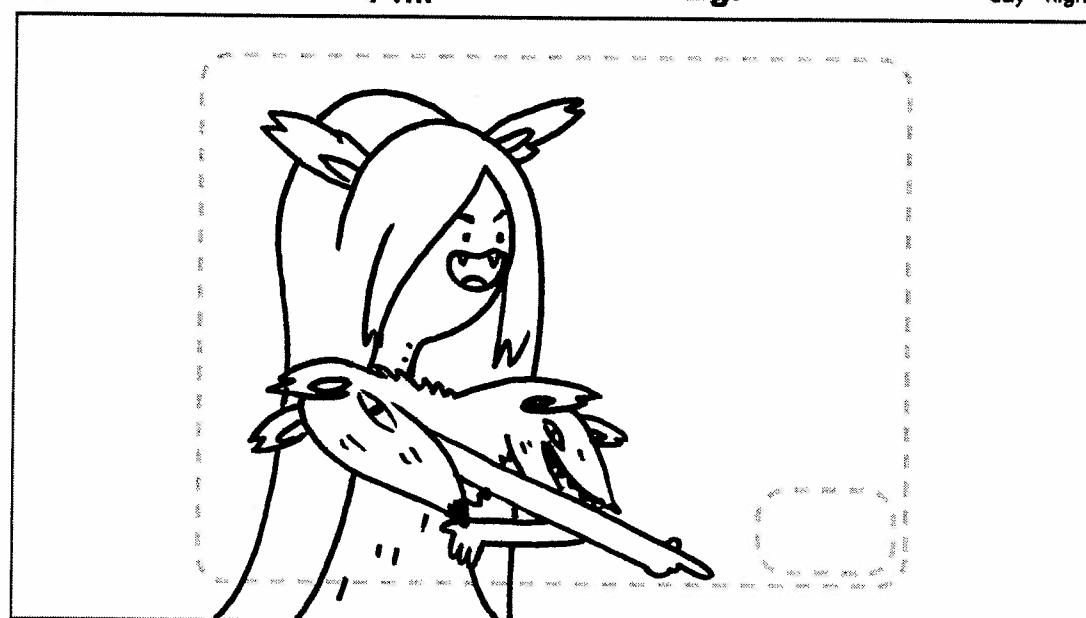
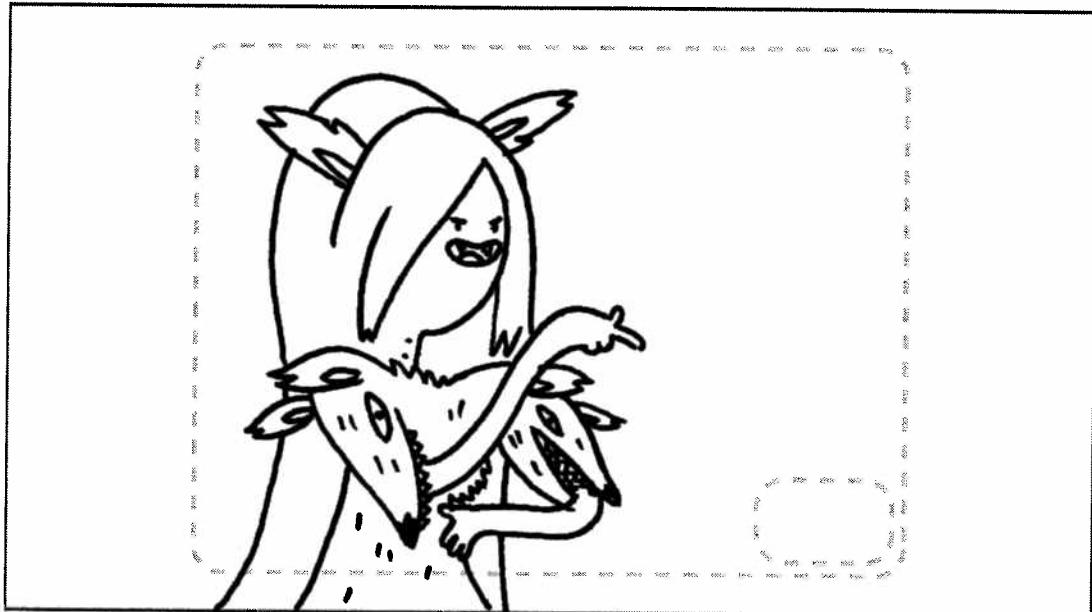
day night

Sc.

Pnl.

Bg.

day night



Dialog:



Do it!

Hench man!

Action:

Timing:

EPISODE #

Production :

# ADVENTURE TIME



Page 19

Sc.

Pnl.

Bg.

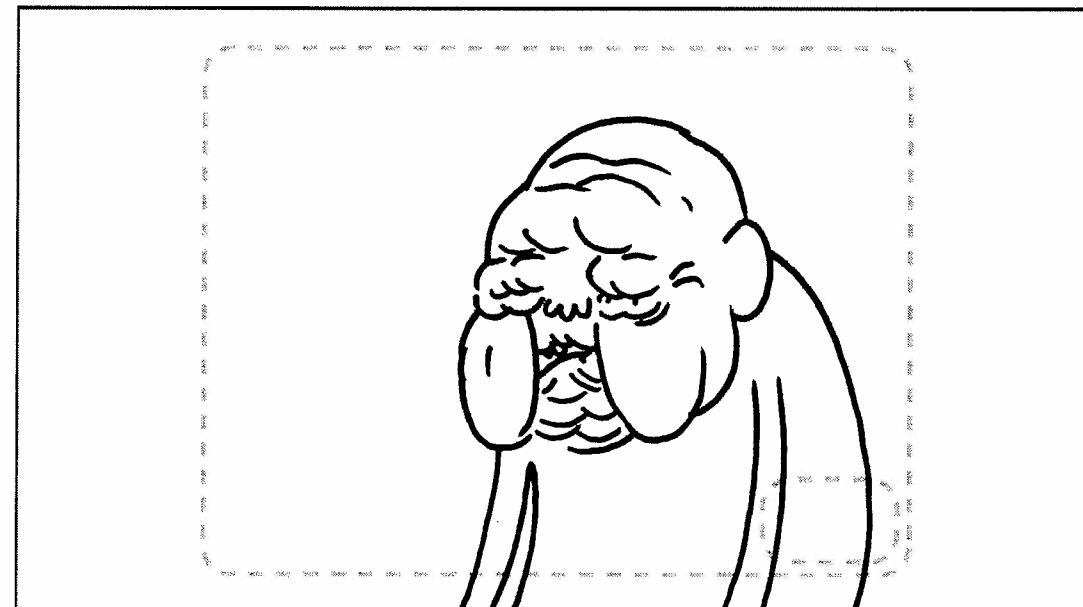
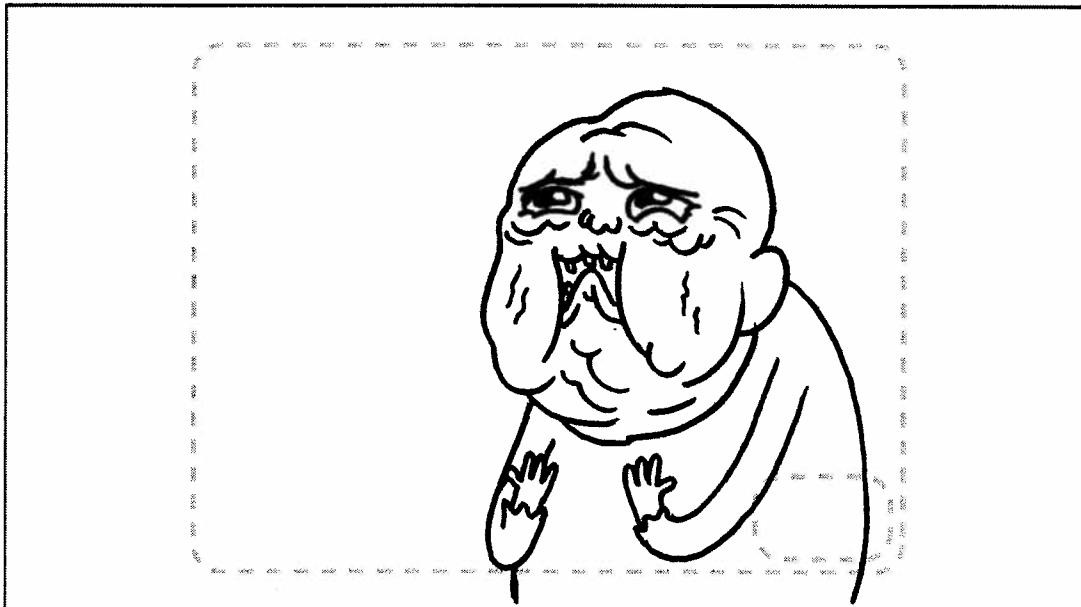
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Old man: Yes . . . Mistress

Action:

Timing:

EPISODE #

Production :

# ADVENTURE TIME



Page 20

Sc.

Pnl.

Bg.

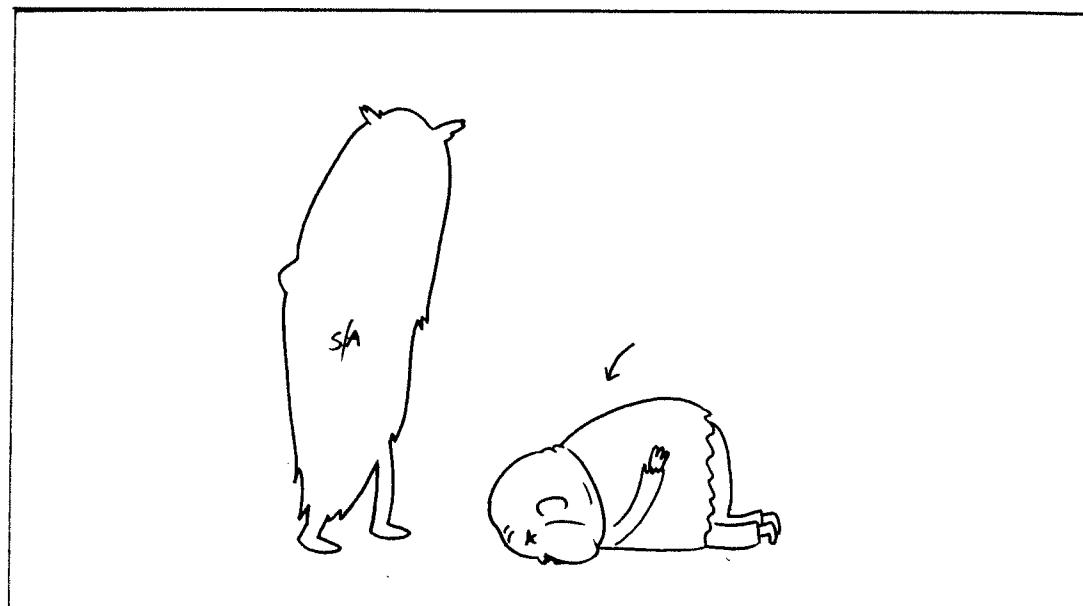
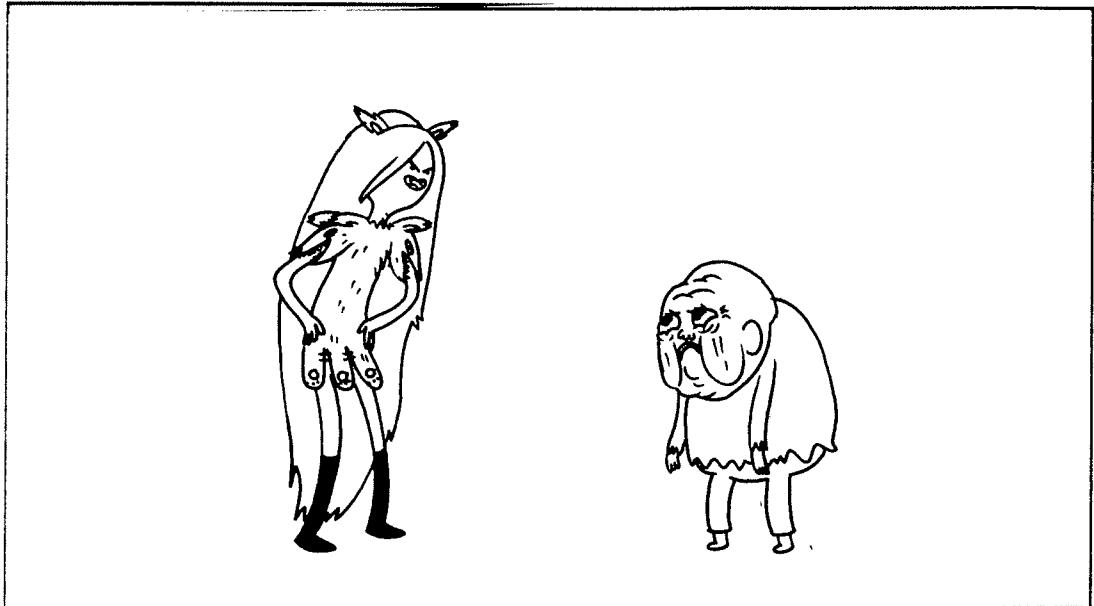
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Action:

Timing:

EPISODE #

Production :

# ADVENTURE TIME



Page 21

Sc.

Pnl.

Bg.

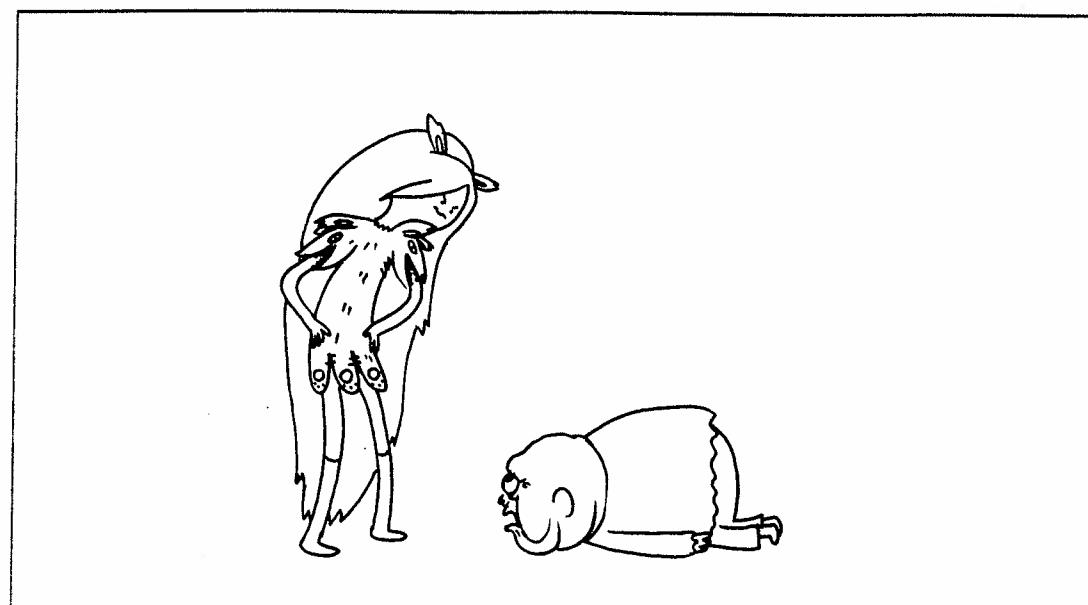
day night

Sc.

Pnl.

Bg.

day night



Dialog:

(M) Yes now cry for me.

old man: OK... I don't want to cry but  
man: I'll cry for you.

Action:

Timing:

EPISODE #

Production :

# ADVENTURE TIME



Page 22

Sc.

Pnl.

Bg.

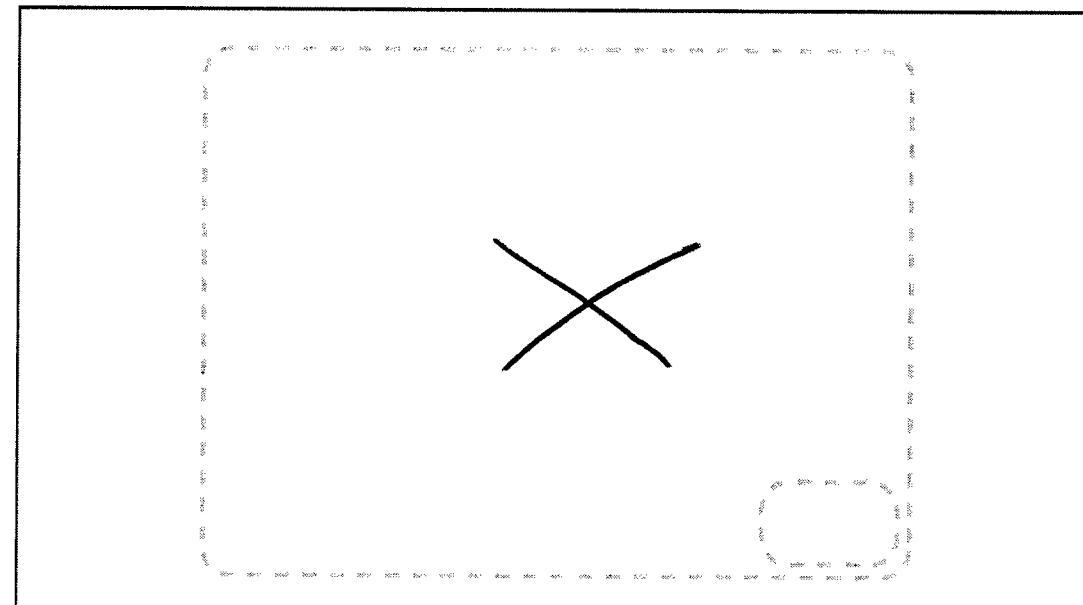
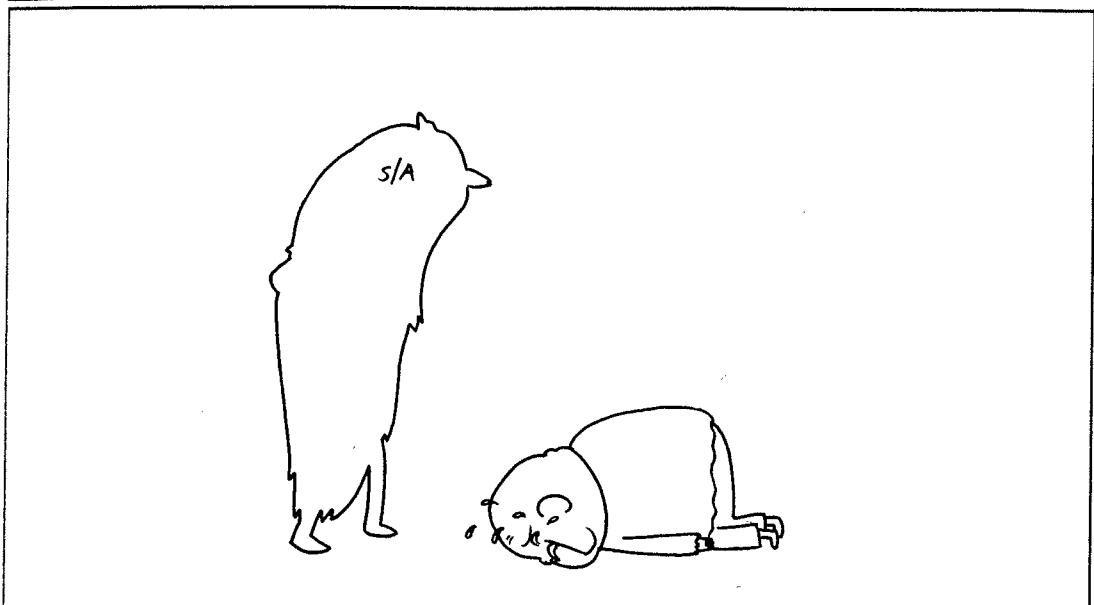
day night

Sc.

Pnl.

Bg.

day night



Dialog:

old man! (crying w/ a)

Action:

Timing:

EPISODE #

Production :

# ADVENTURE TIME



(NO PAGE 23)

Page 24

Sc.

Pnl.

Bg.

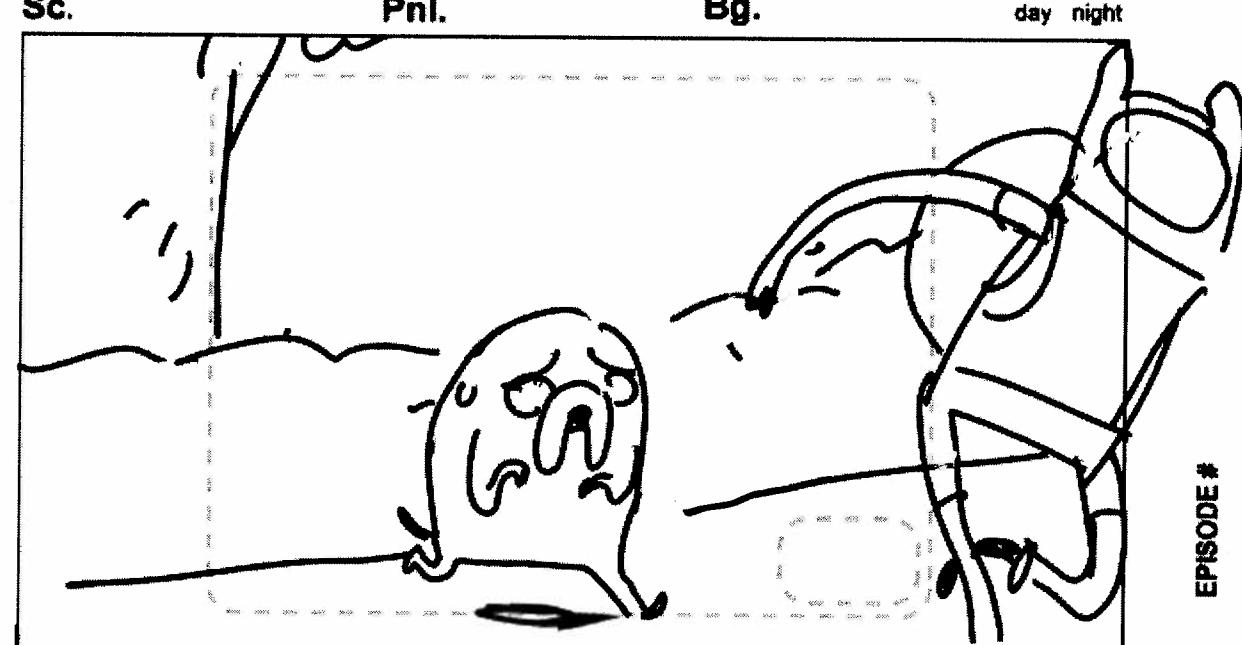
day night

Sc.

Pnl.

Bg.

day night



EPISODE #

Dialog:

F) Hey!  
Cut that out!

Action:

(SP)



Timing:



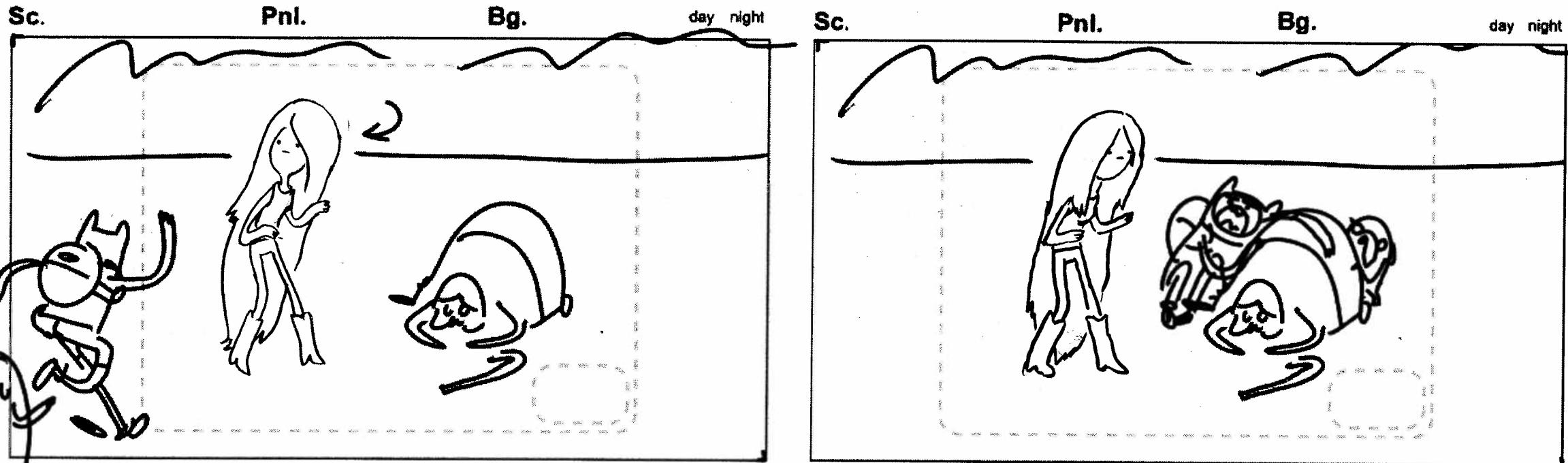
Production :

# ADVENTURE TIME

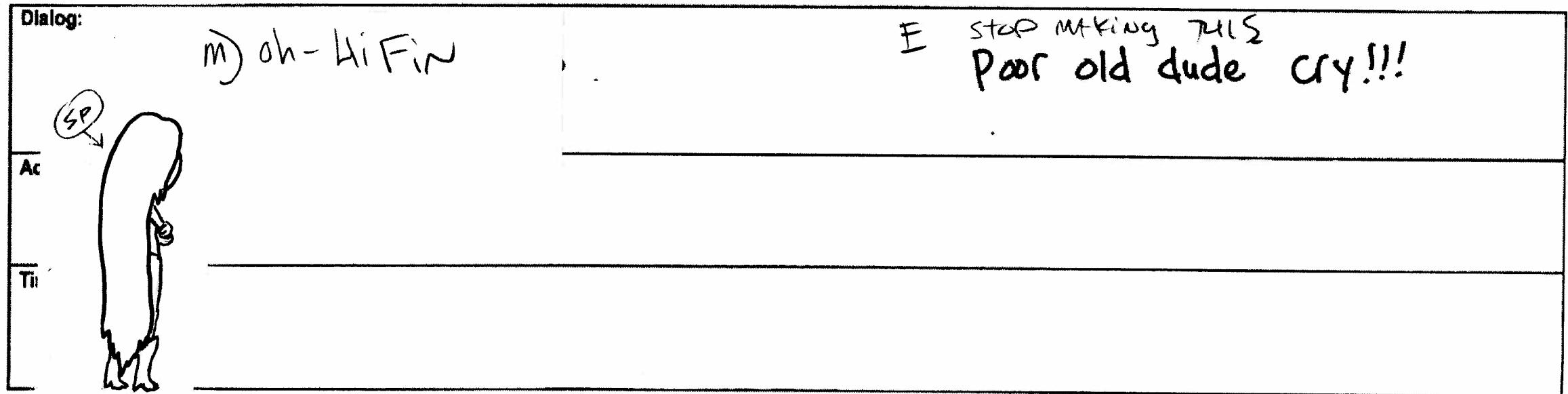


Page 25

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EPISODE #



Production :

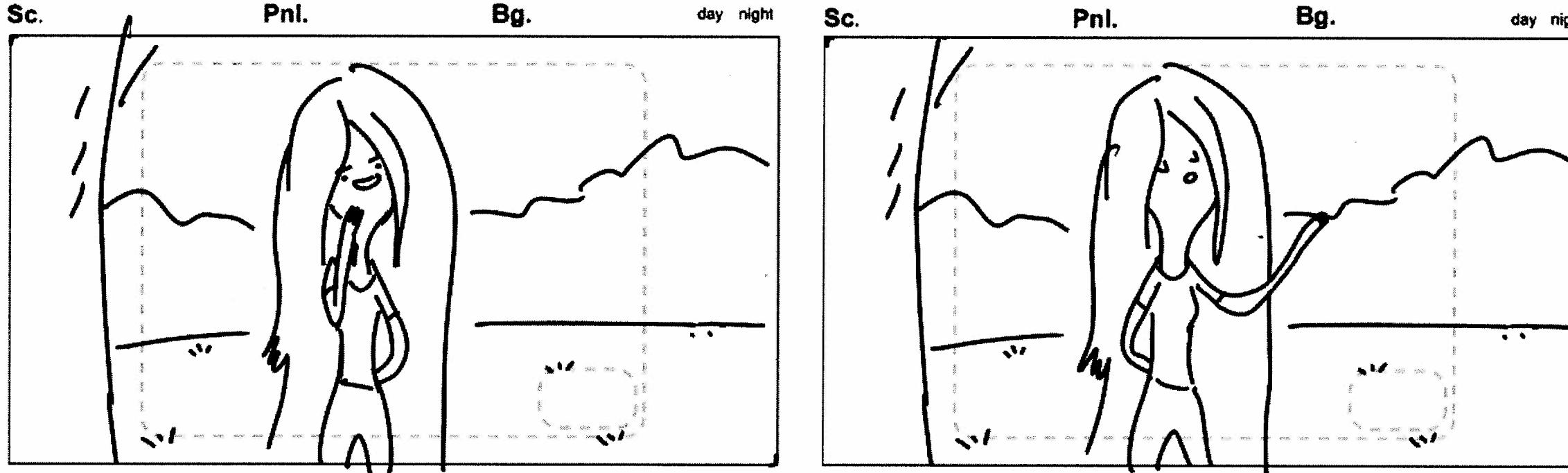
18

# ADVENTURE TIME



Page

26



EPISODE #

Production :

19

Dialog:

(giggle)

M) I can make  
him do whatever

I want, he's  
my henchman.

m) Watch.

Henchman, amuse  
me.

Action:

Timing:

## ADVENTURE TIME



Sc.

PNL.

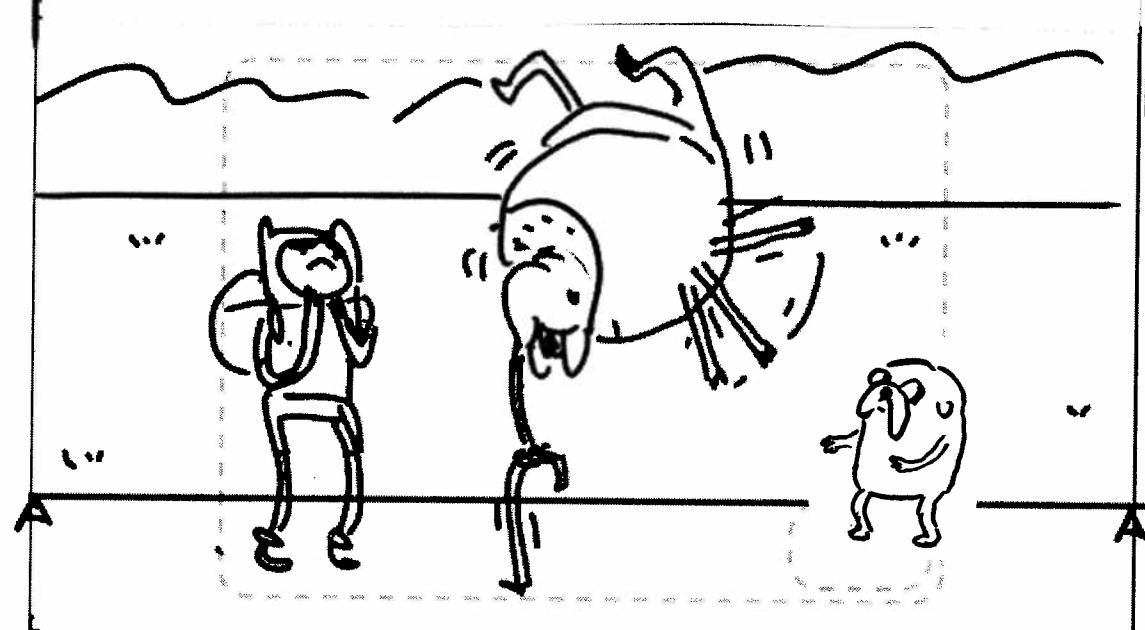
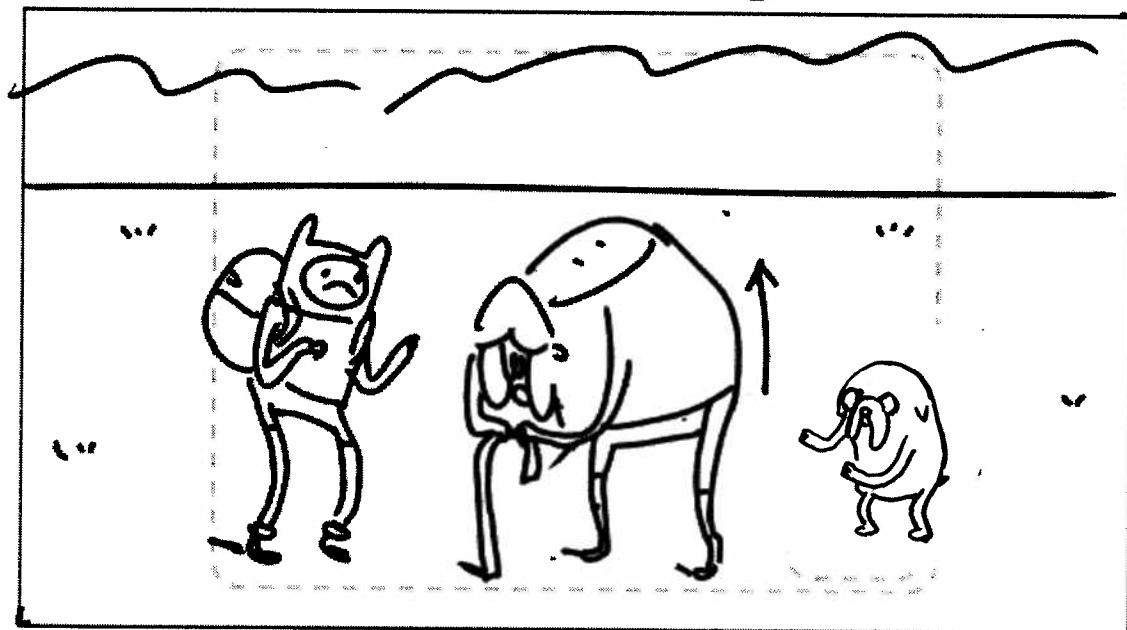
Bg.

Sc.

PNL.

Bg.

day night



EPISODE #

Dialog:



Action:

Timing:

Production :

20

# ADVENTURE TIME



Page

28

Sc.

Pnl.

Bg.

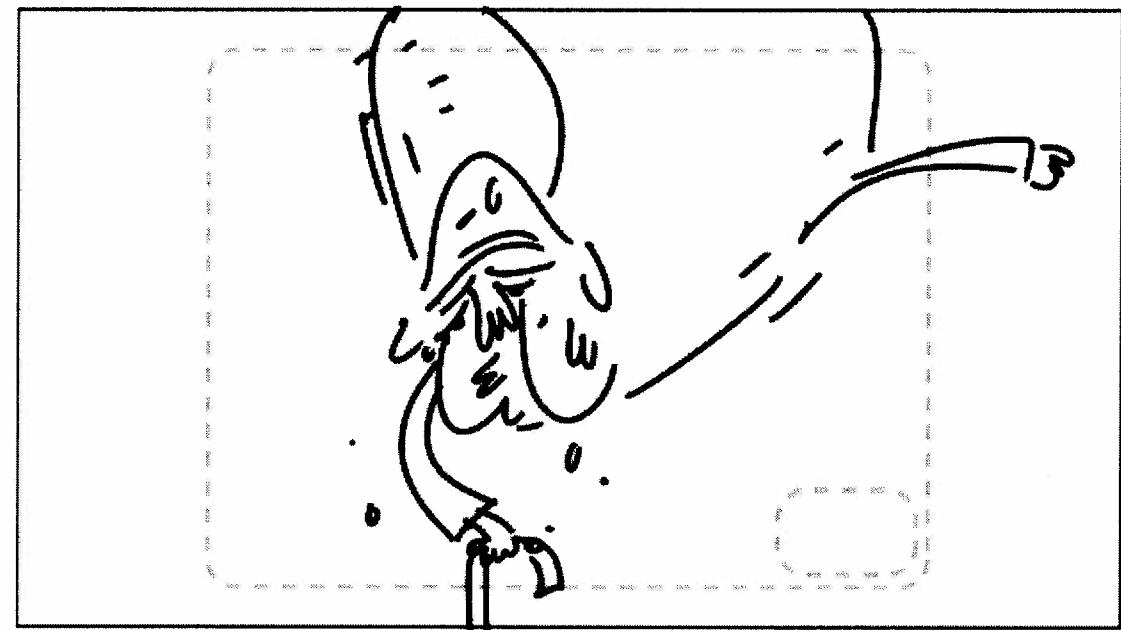
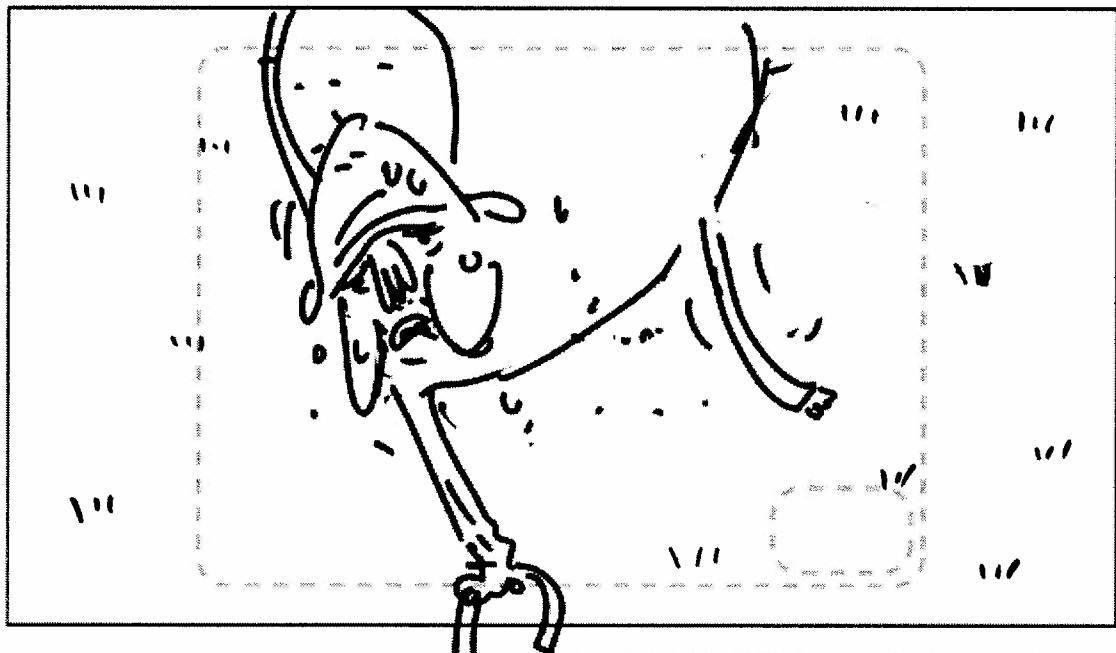
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Action:

Timing:

EPISODE #

Production :

21

# ADVENTURE TIME



Page

29

Sc.

Pnl.

Bg.

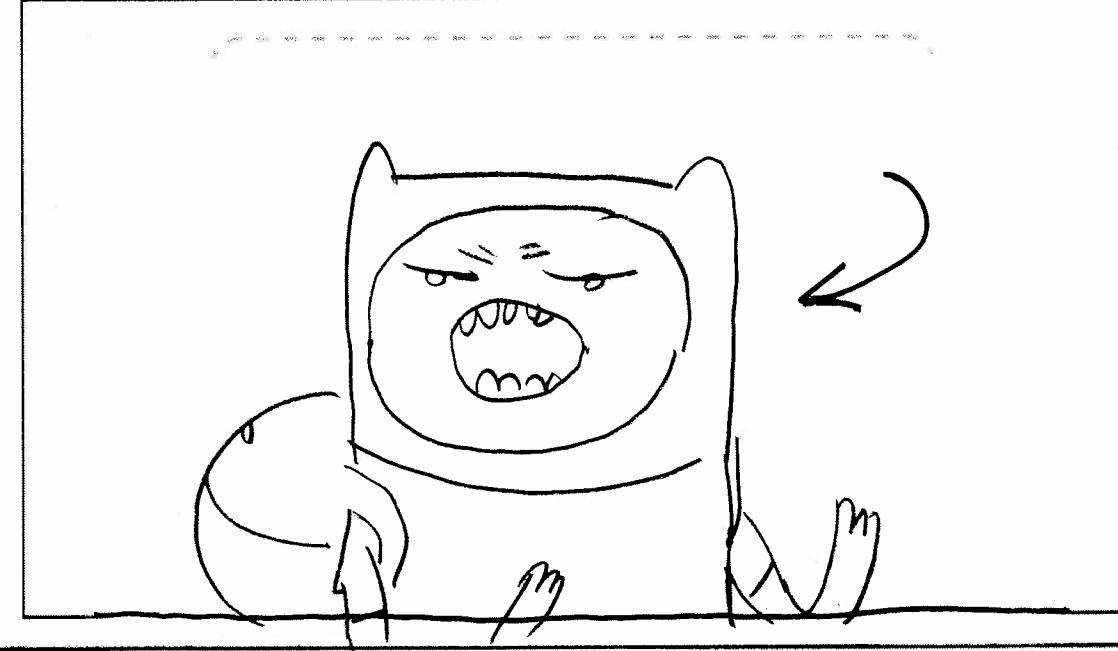
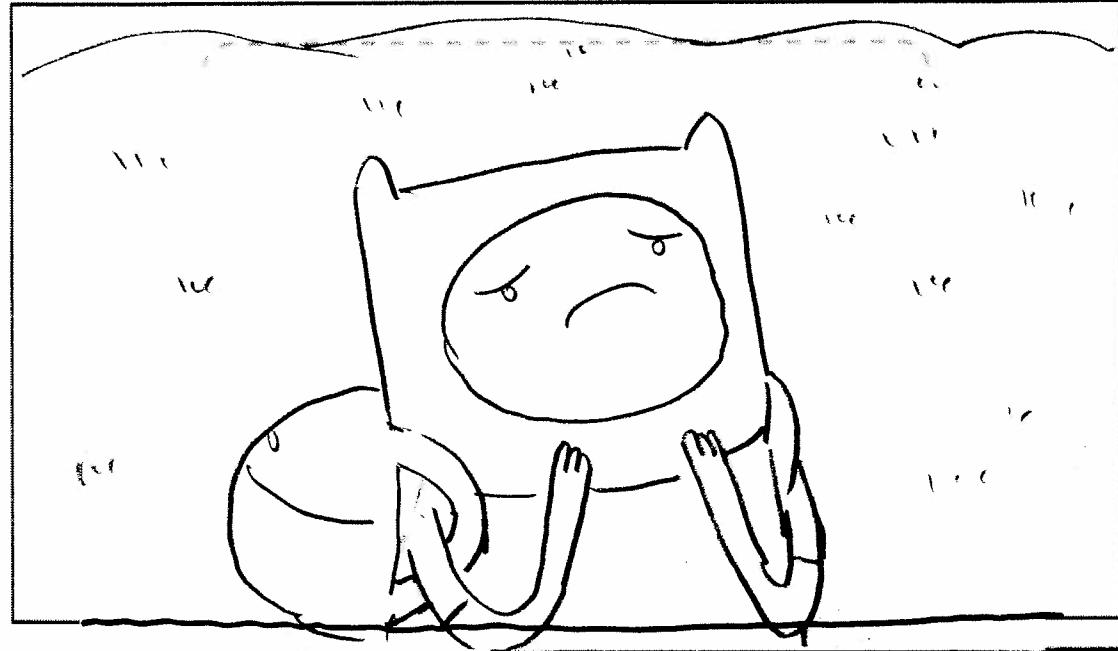
day night

Sc.

Pnl.

Bg.

day night



Dialog:

F) stop it!

Action:

Timing:

EPISODE #

Production :

22

# ADVENTURE TIME



Page 30

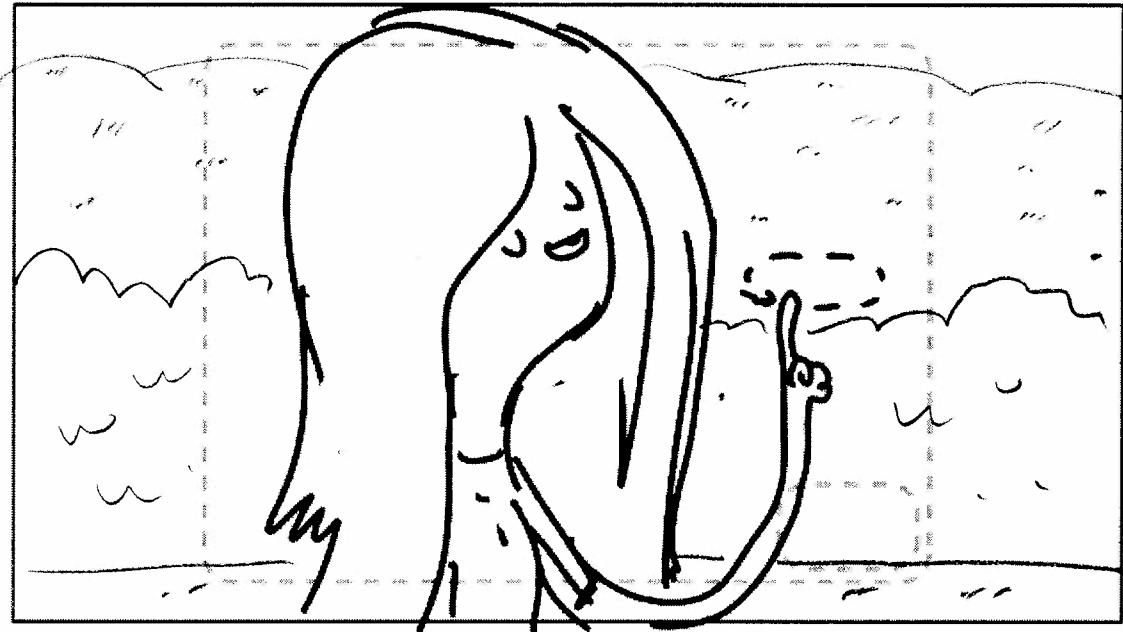
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Sc.

Pnl.

Bg.

day night

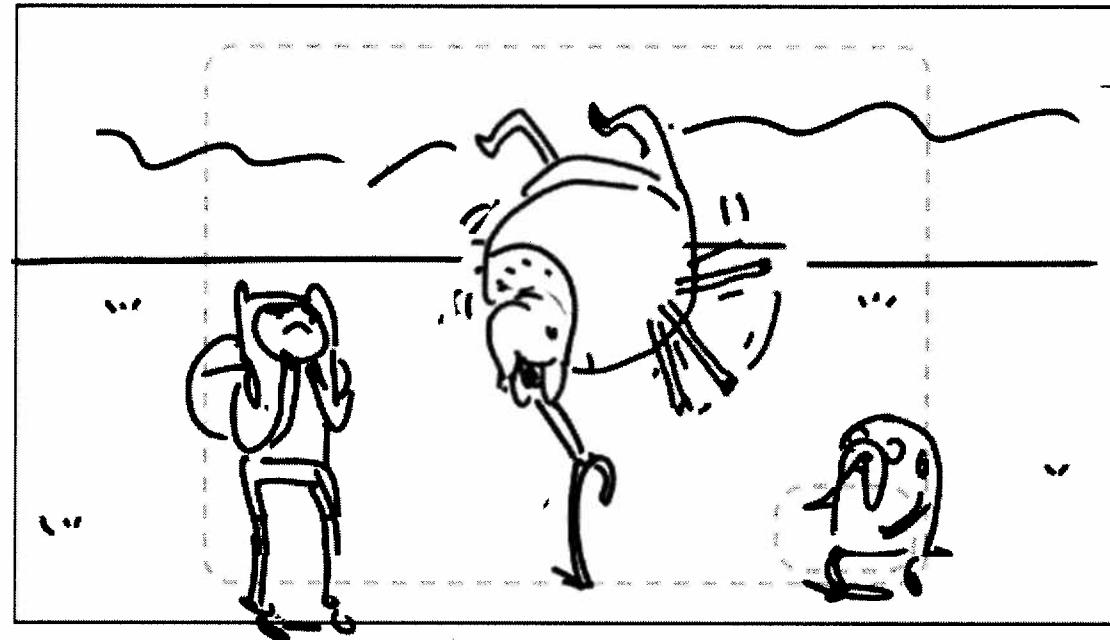


Sc.

Pnl.

Bg.

day night



EPISODE #

Dialog:

M) (Giggle)

Now hop around  
in a circle.

Action:

Timing:

Production :

23

# ADVENTURE TIME



Page

31

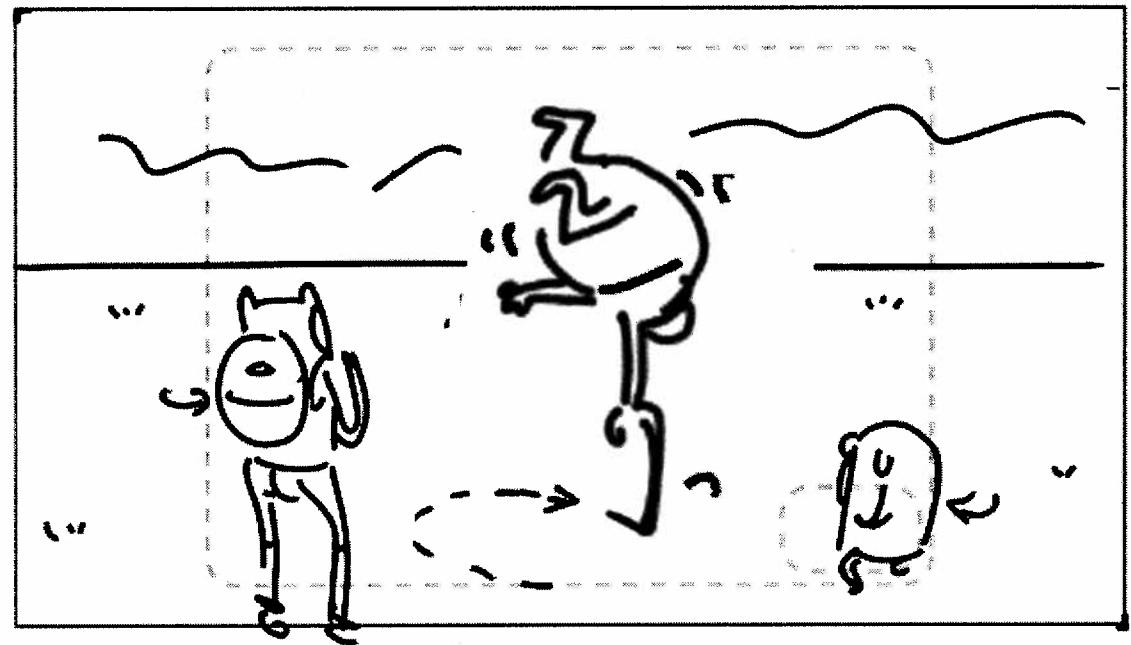
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Sc.

Pnl.

Bg.

day night

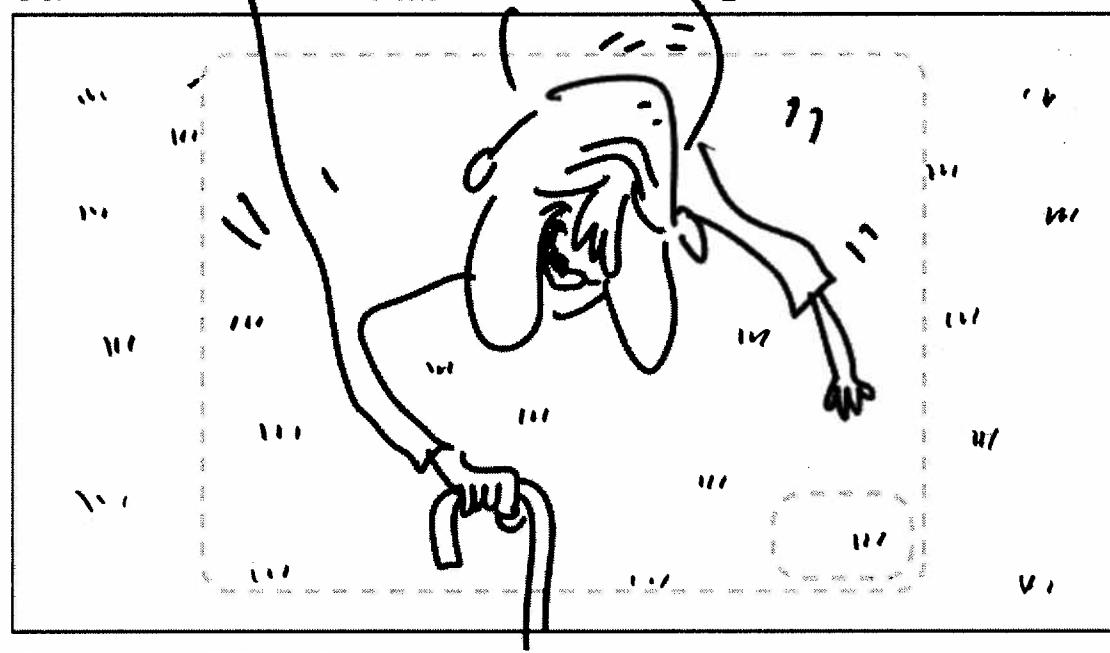


Sc.

Pnl.

Bg.

day night



Dialog:

OM) heh... heh...

Action:

Timing:

EPISODE #

Production :

24

# ADVENTURE TIME



Page 32

Sc.

Pnl.

Bg.

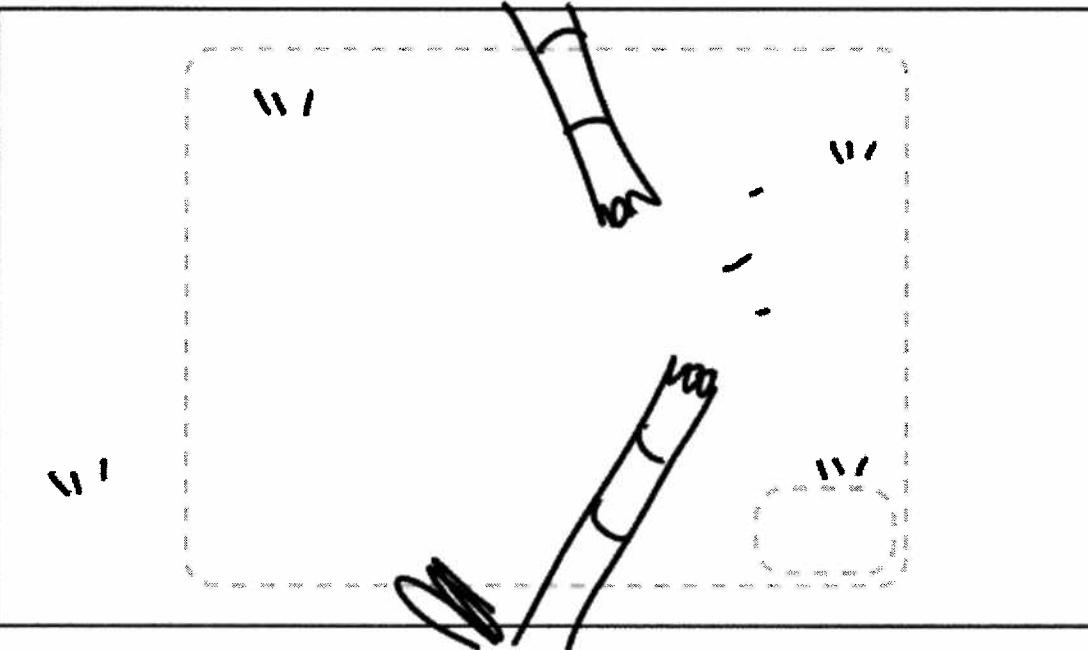
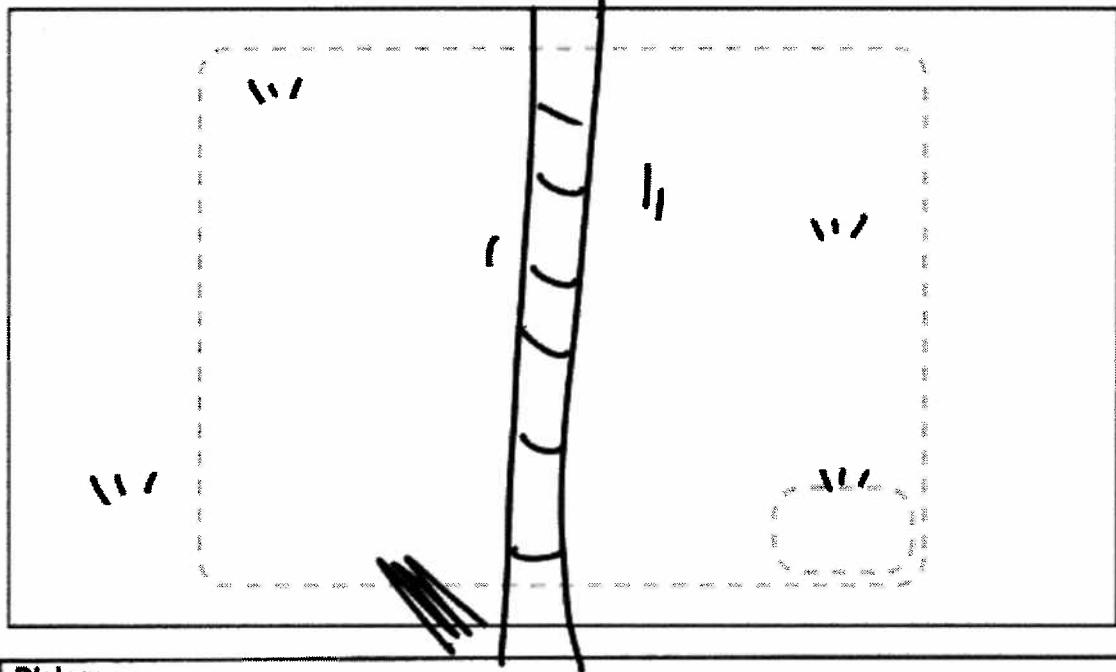
day night

Sc.

Pnl.

Bg.

day night



Dialog:

SNAP!

Action:

Timing:

EPISODE #

Production :

# ADVENTURE TIME



Page 33

Sc.

Pnl.

Bg.

day night



Sc.

Pnl.

Bg.

day night



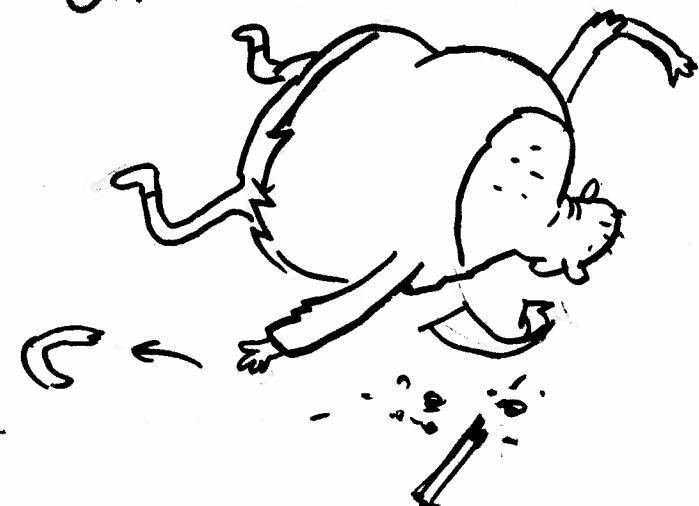
EPISODE #

Dialog:

F) oh no!

OM) Ohhh!

Action:



Timing:

FRUITCRUSH

16

# ADVENTURE TIME



Page 34

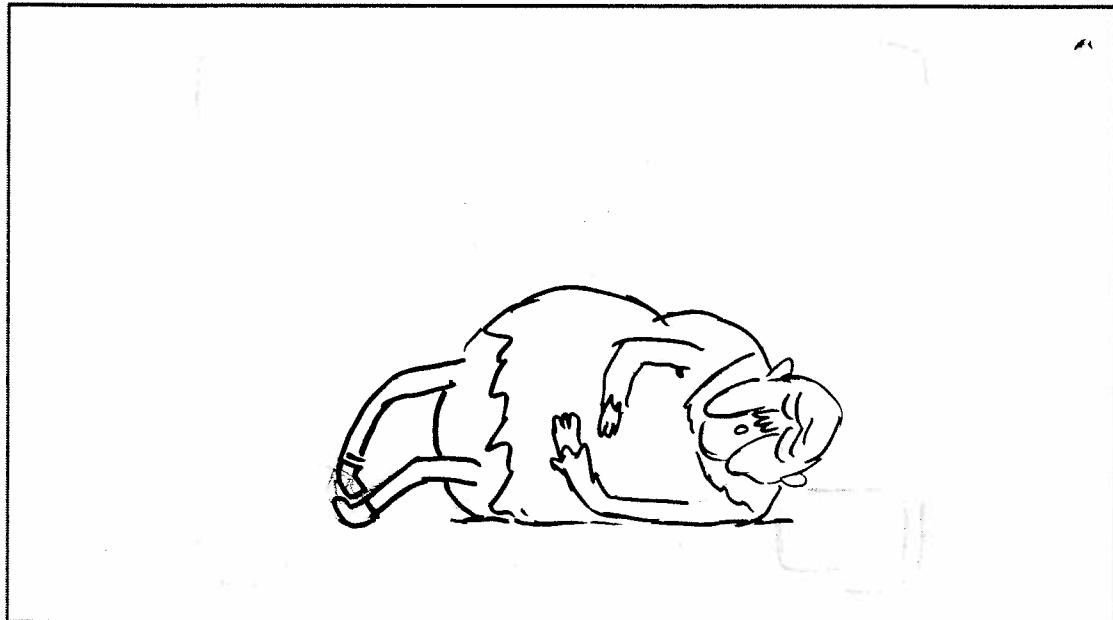
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Sc.

Pnl.

Bg.

day night

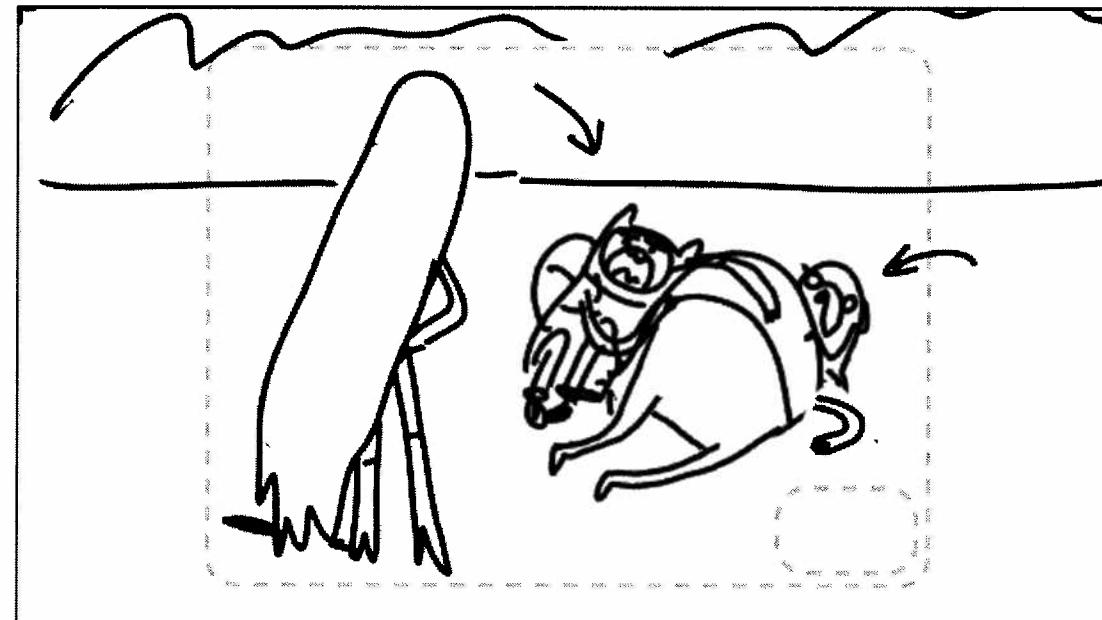


Sc.

Pnl.

Bg.

day night



EPISODE #

Dialog:

- My hip.

F) Leave him alone!!

Action:

Timing:

Production :

# ADVENTURE TIME



Page

35

Sc.

Pnl.

Bg.

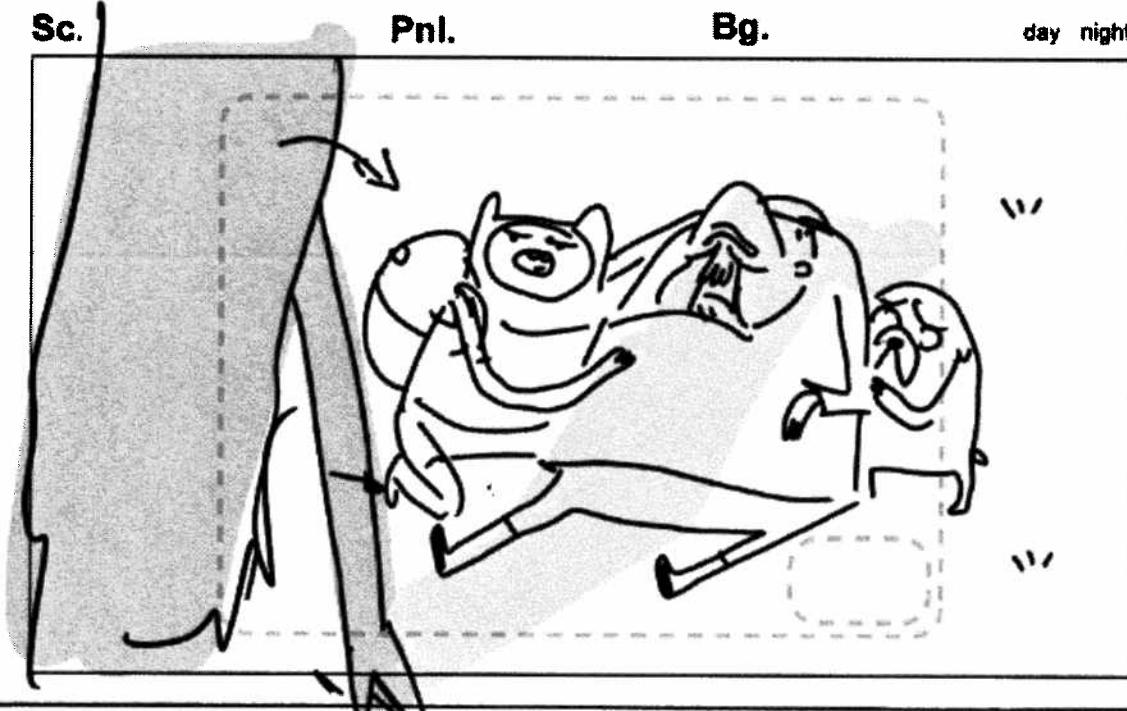
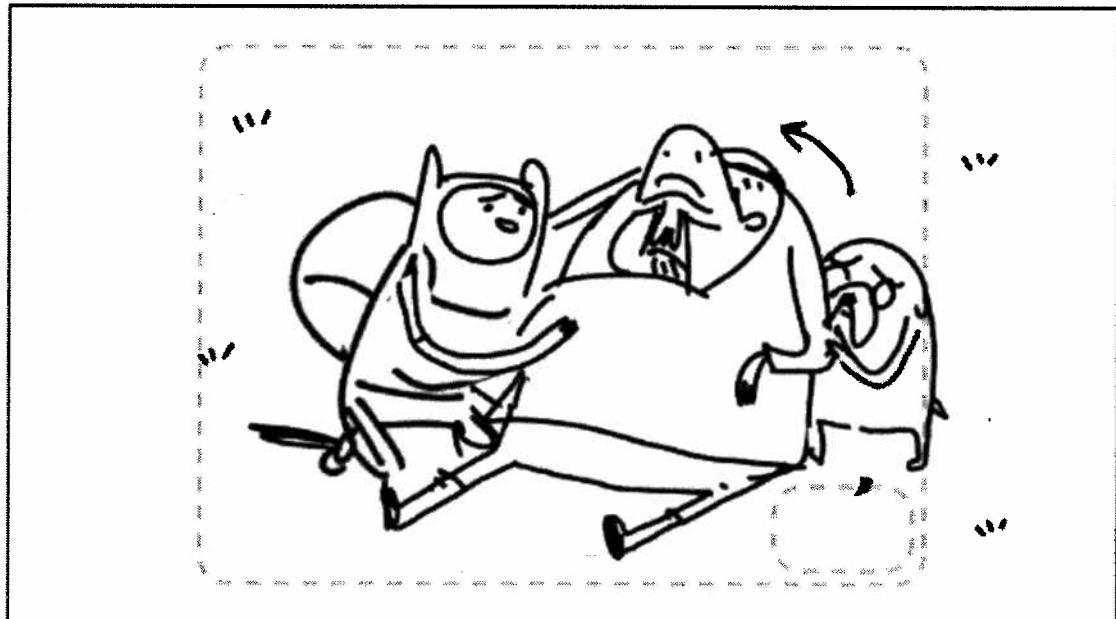
day night

Sc.

Pnl.

Bg.

day night



Dialog:

F) Dont worry sir.  
I'll see to it  
you get

F) set free!

Action:



Timing:

EPISODE #

Production :

28

# ADVENTURE TIME



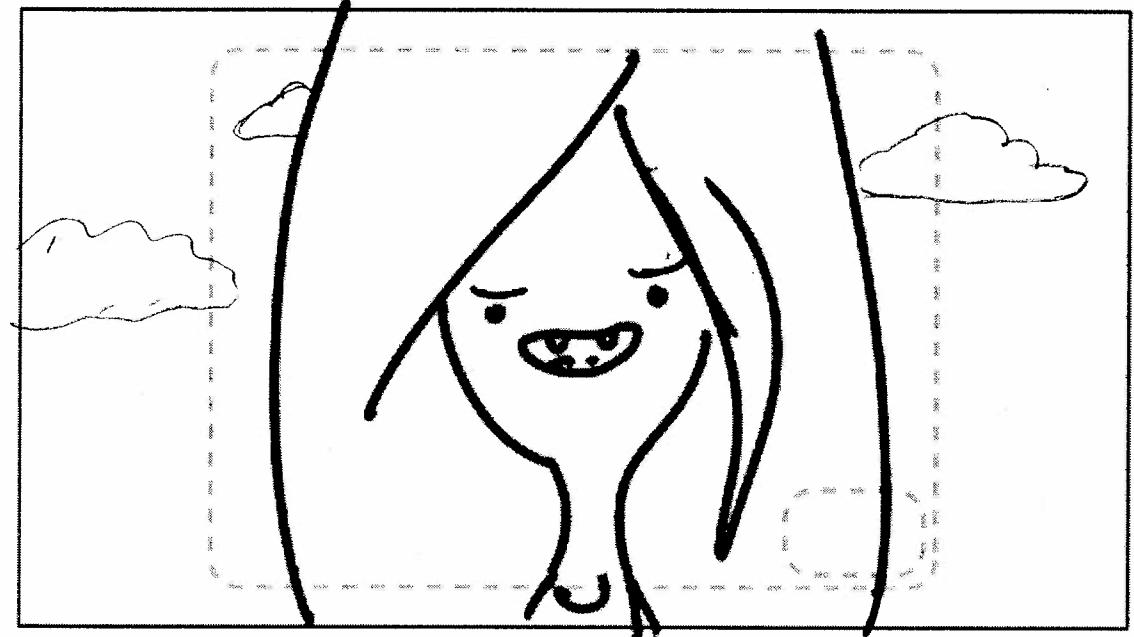
Page 36

Sc.

Pnl.

Bg.

day night



Sc.

Pnl.

Bg.

day night



EPISODE #

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Dialog:

M) How you gonna  
pull that off,  
hero?

F) I'll do... uh what  
I need to do...  
I'll even take his  
place!!!



Action:

Timing:

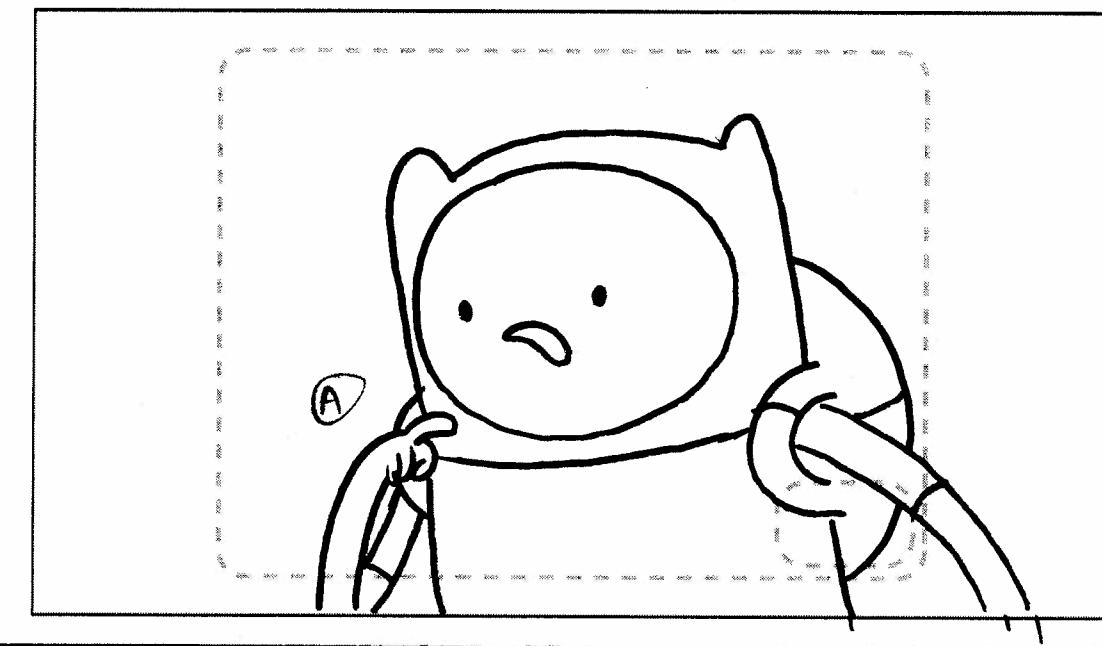
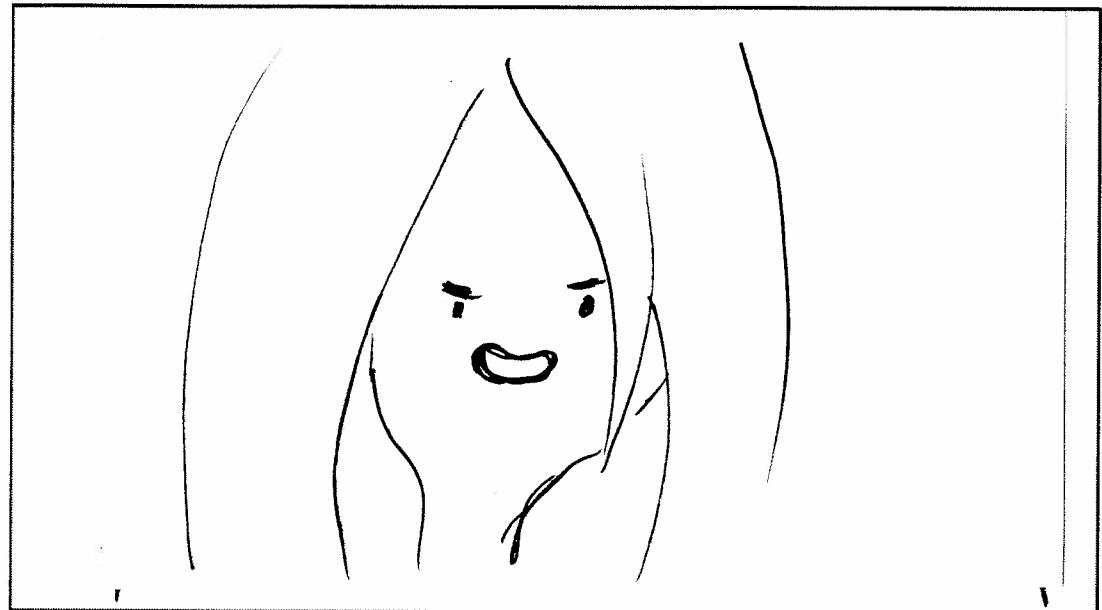
Production :

# ADVENTURE TIME



Page 37

Sc. Pnl. Bg. day night Sc. Pnl. Bg. day night



Dialog:

(M) Do you  
mean it?

(F) Uh...

Action:

(B) (looks down)

Timing:

EPISODE #

Production :

# ADVENTURE TIME



Page

38

Sc.

Pnl.

Bg.

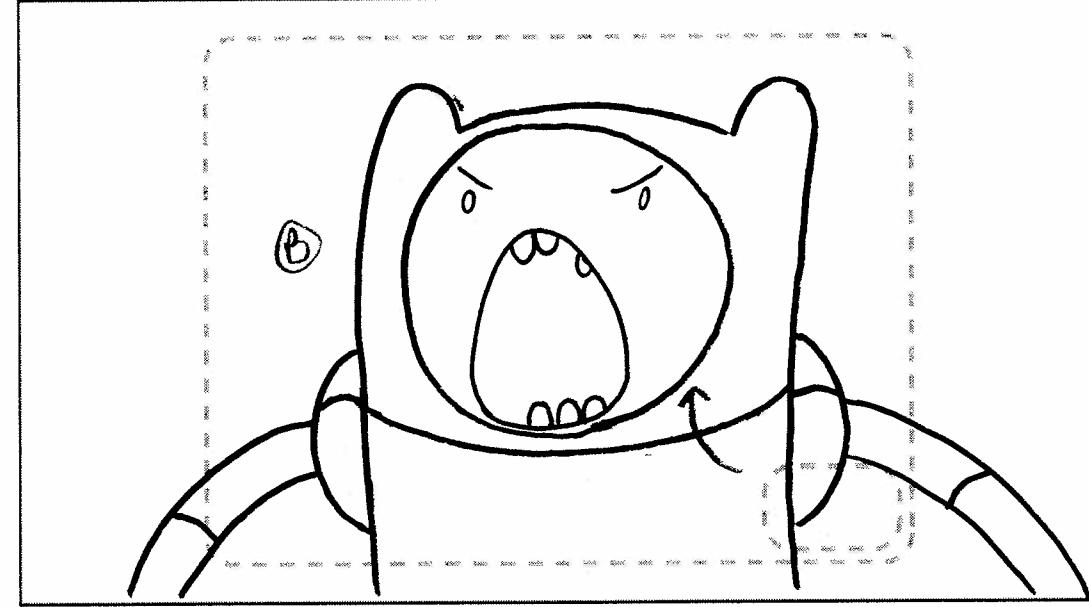
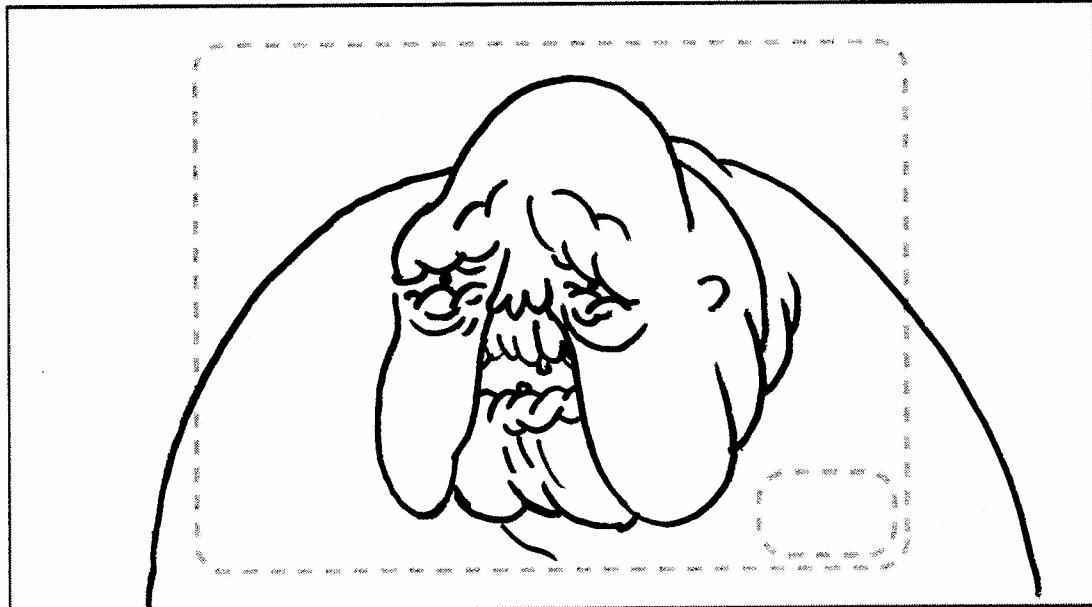
day night

Sc.

Pnl.

Bg.

day night

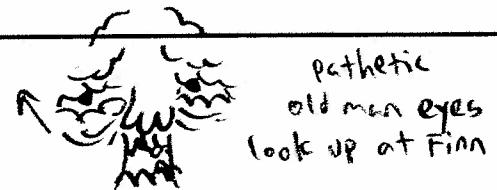


Dialog:

(OM) \*old man groan\*

F Heck Yea!

Action:



pathetic  
old man eyes  
look up at Finn

Finn looks up.



Timing:

EPISODE #

Production :

# ADVENTURE TIME



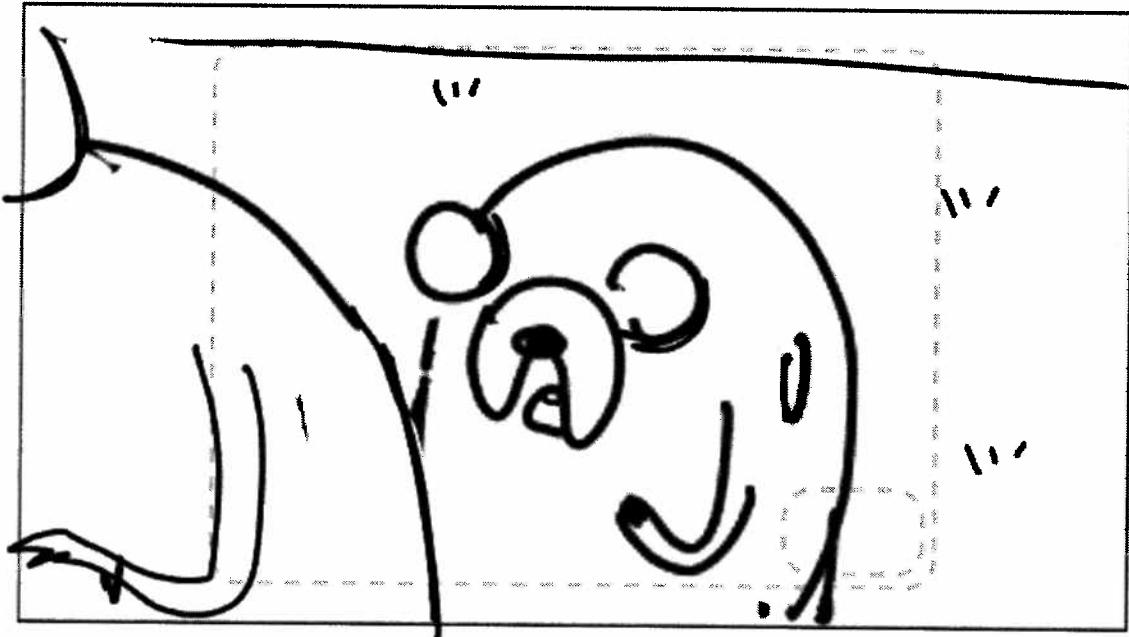
Page 39

Sc.

Pnl.

Bg.

day night

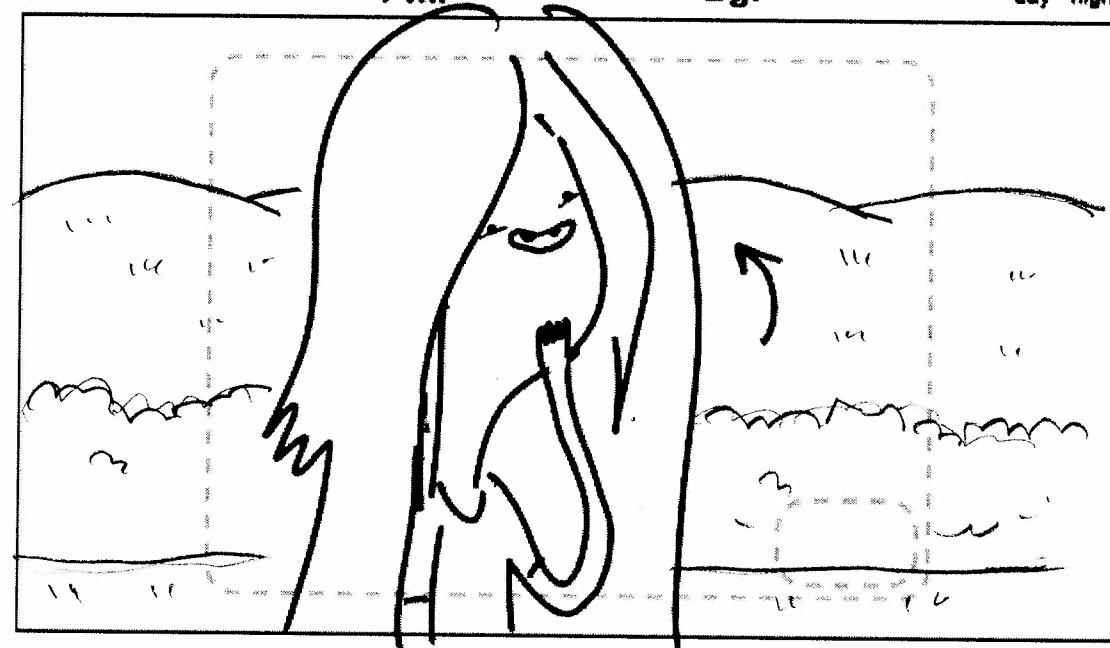


Sc.

Pnl.

Bg.

day night



Dialog:

J) Dude, what?

M) Hmm... well a  
henchman IS a henchman

Action:

Timing:

EPISODE #

Production :

30

# ADVENTURE TIME



Page 40

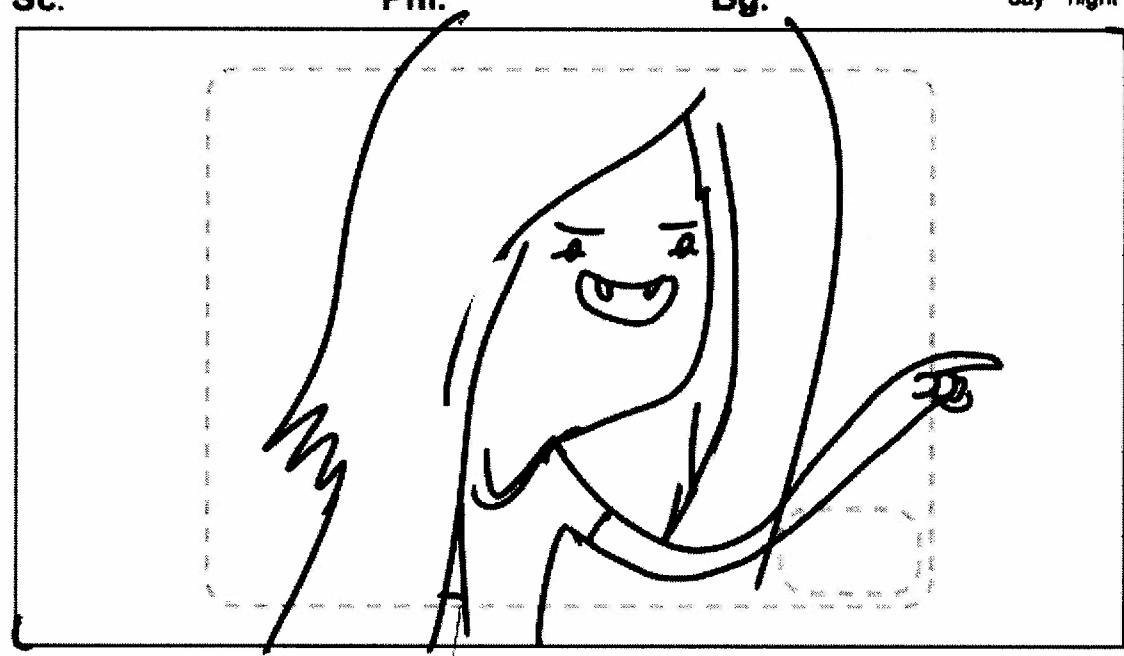
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Sc.

Pnl.

Bg.

day night

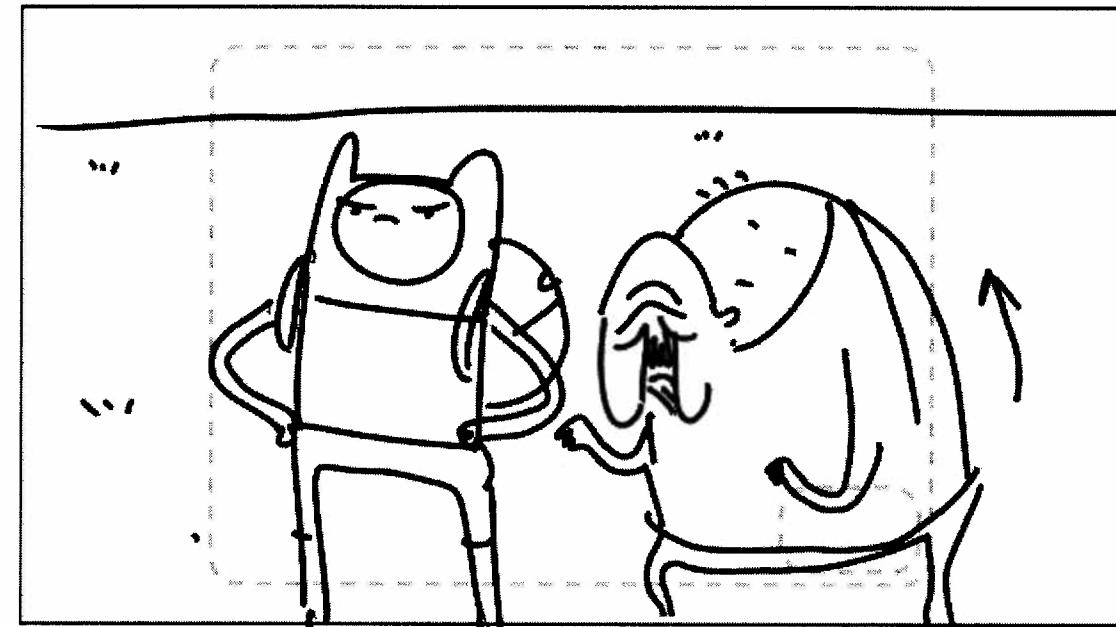


Sc.

Pnl.

Bg.

day night



EPISODE #

Production :

31

Dialog:

DEAL!

Old

henchman...

vo

-Your free!

Action:

Timing:

# ADVENTURE TIME



Page 41

Sc.

Pnl.

Bg.

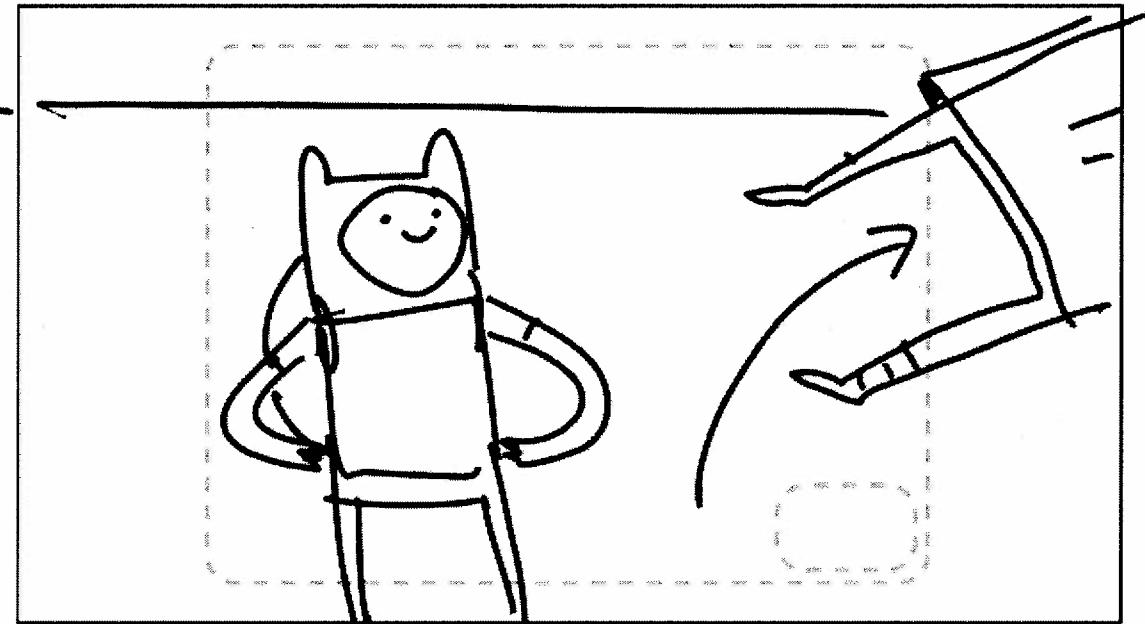
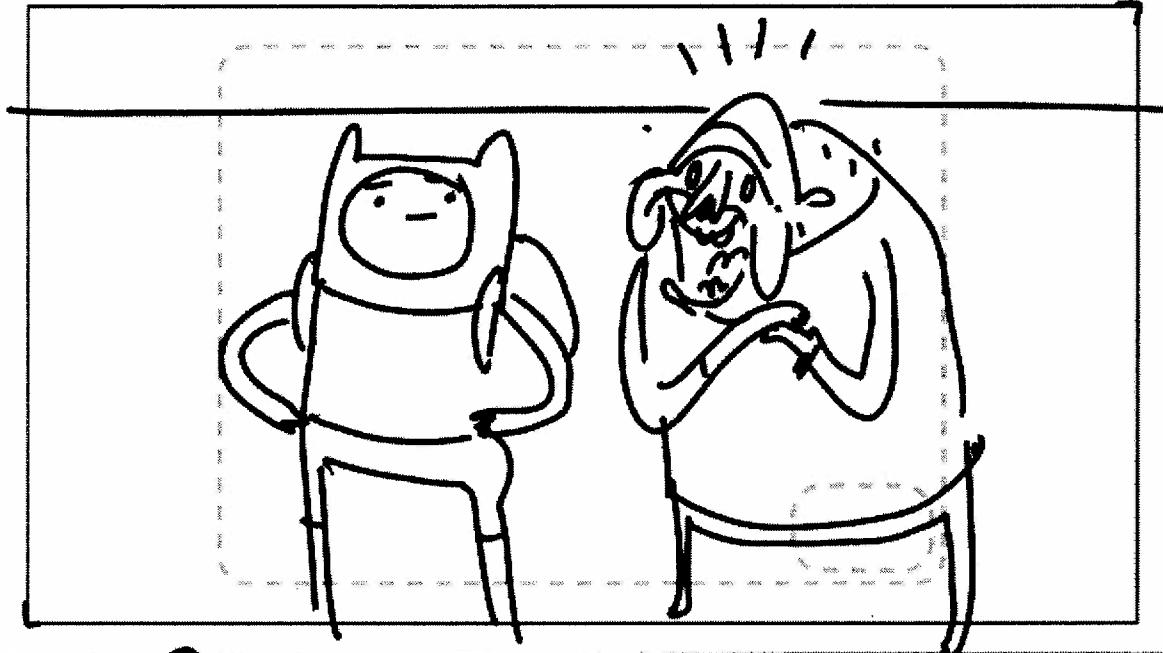
day night

Sc.

Pnl.

Bg.

day night



Dialog:	<p>(vo) - Finn my new henchman. now!!</p> <p>(om) Whooo! hooo! Later BARFOLehe!</p>
Action:	
Timing:	

EPISODE #

Production :

# ADVENTURE TIME



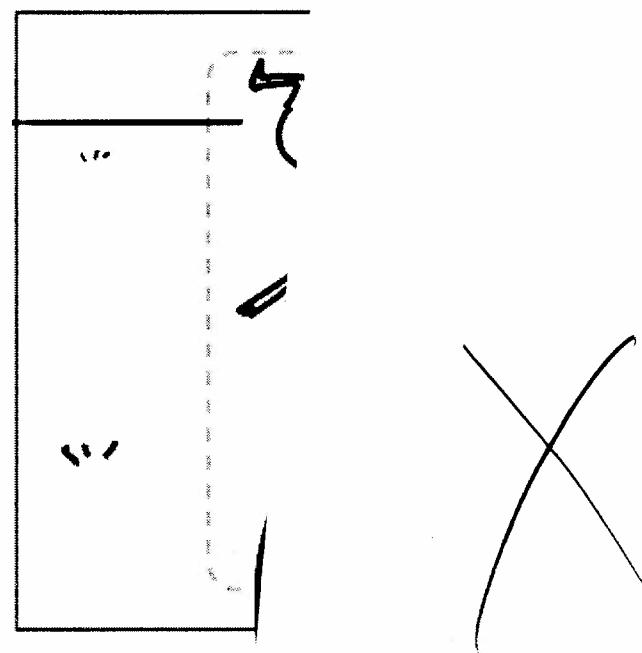
Sc.

• Day

Bg.

day night

Sc.



Dialog:

0m)

Action:

Timing:



Bg.

day night

Page

42

Sc.

EPISODE #

Production :

33

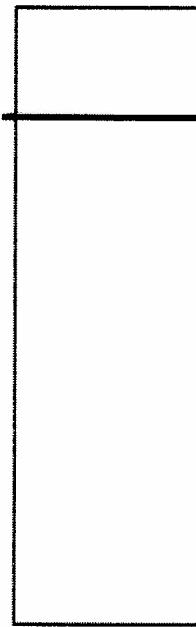
# ADVENTURE TIME



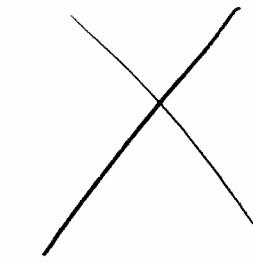
Page

43

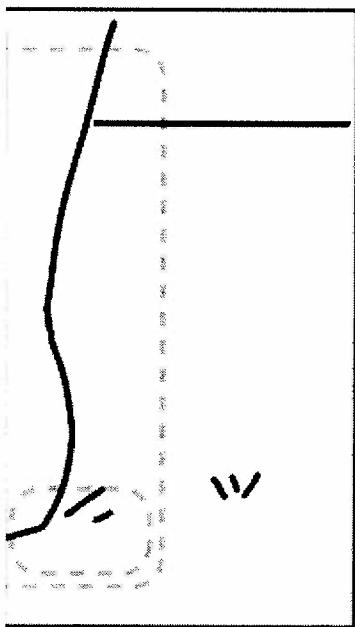
Sc.



Pnl.

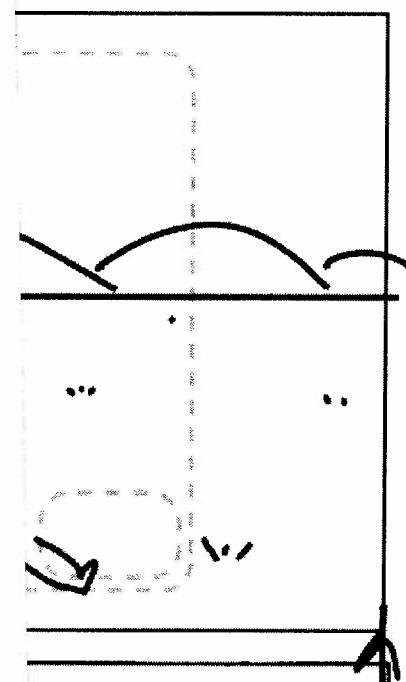
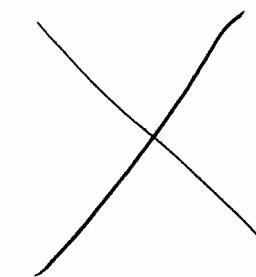
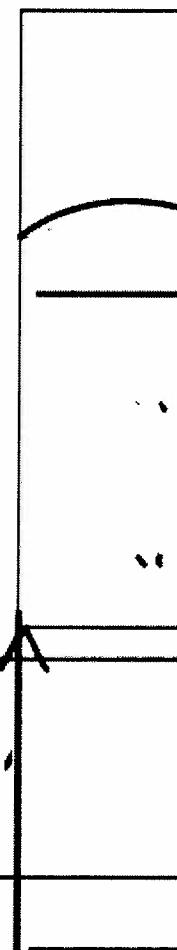


Ba.



day night

Sc.



day night

Dialog:

Action:

Timing:

EPISODE #

Production :

34

# ADVENTURE TIME



day night

Sc.

Pnl.

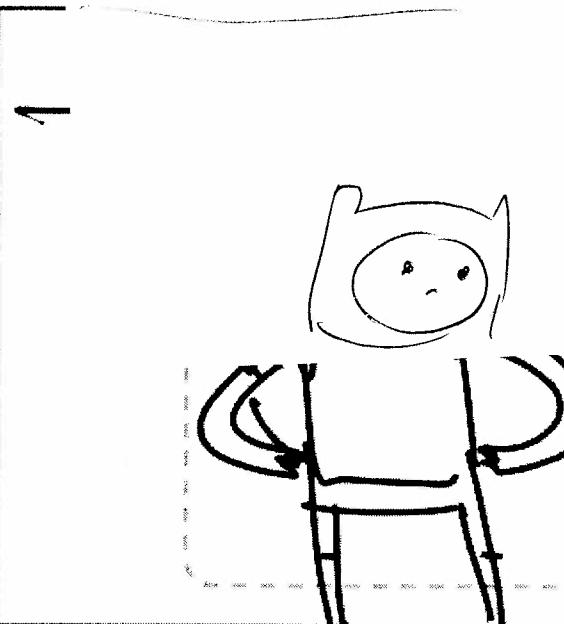
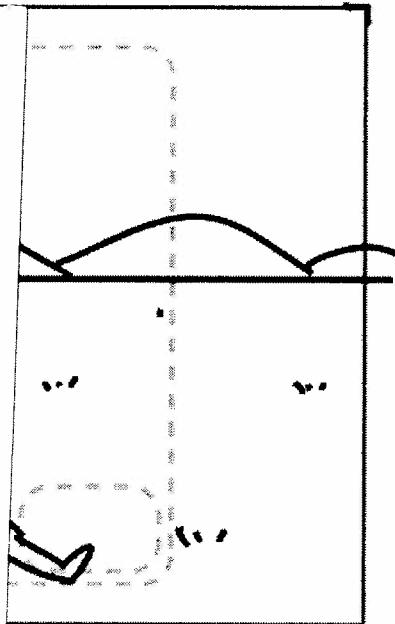
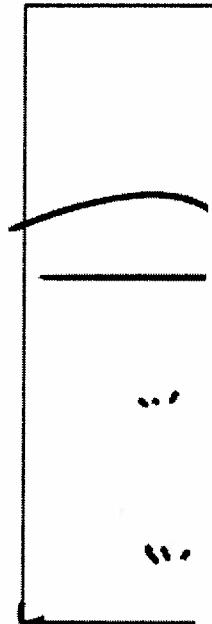
Bg.

Sc.

Bg.

Page

44



J) What are you doing man?

Dialog:

Action:

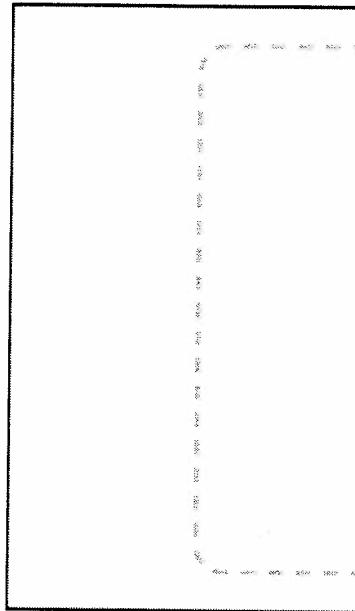
Timing:

Production :

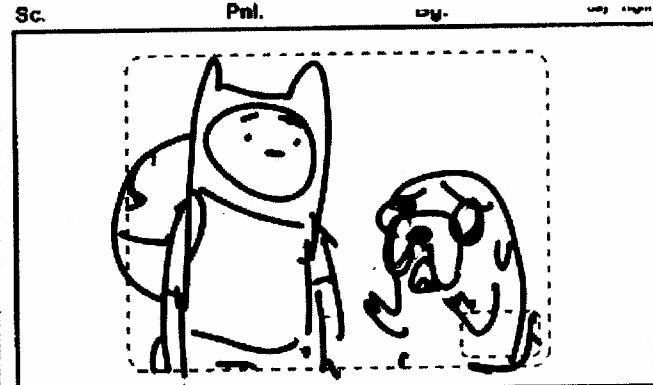
35

# ADVENTURE TIME

Sc.



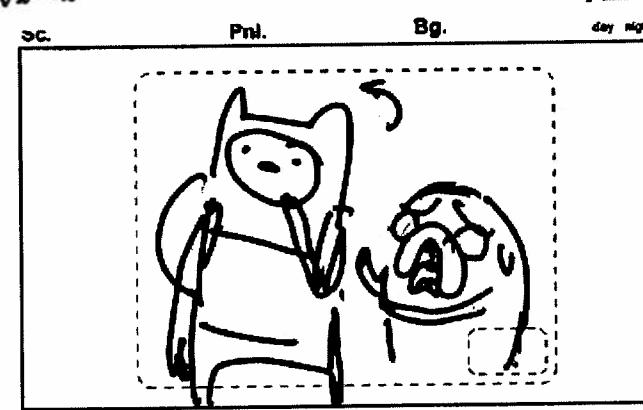
Dialog:



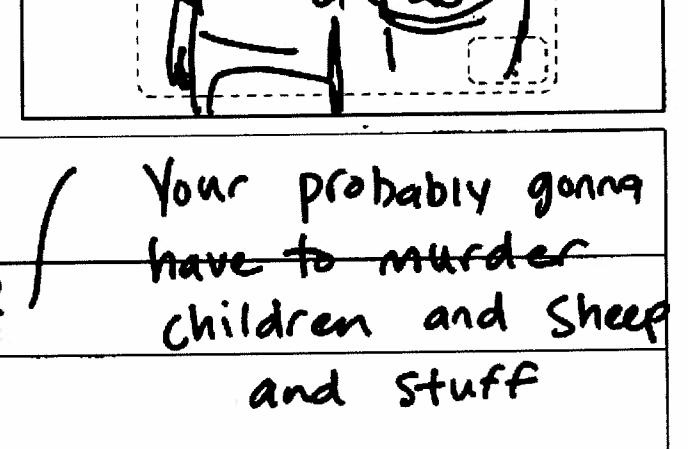
Dialog:  
J) You just made  
Yourself a henchman to  
the Devil's Concubine!

Action:

Timing:



Sc. Bg.  
Your probably gonna  
have to murder  
children and Sheep  
and stuff

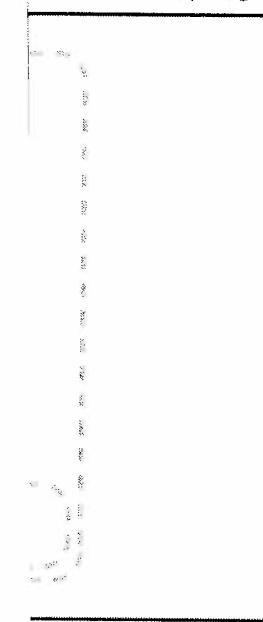


Action:

Timing:

Page 45

day night



EPISODE

Production

EPISODE #

Production :

# ADVENTURE TIME



Page 46

Sc.

Pnl.

Bg.

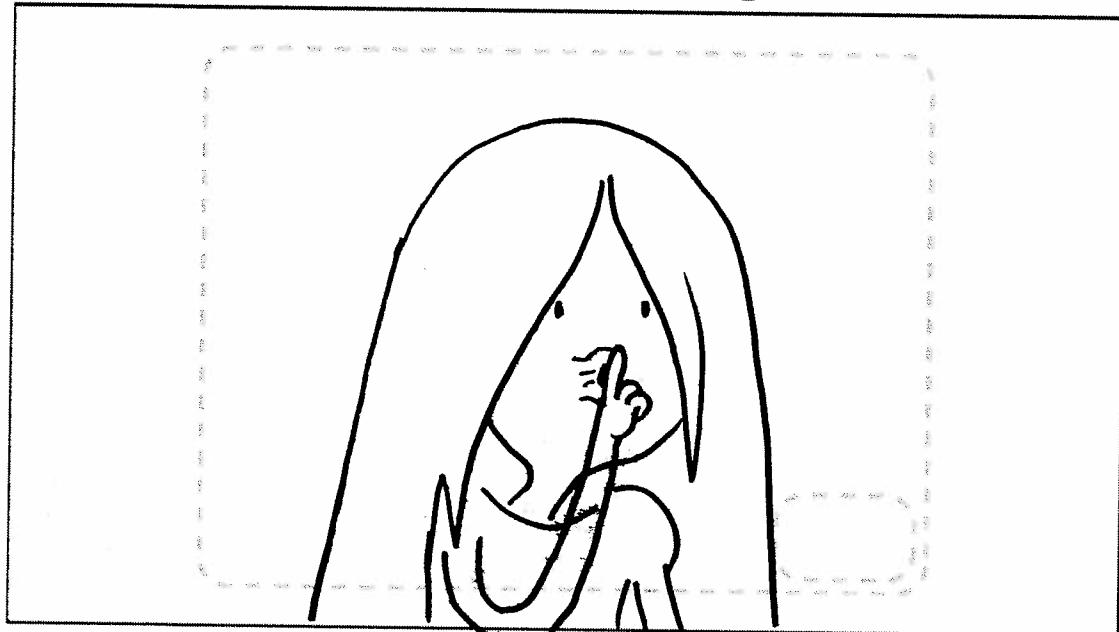
day night

Sc.

Pnl.

Bg.

day night



EPISODE #

Dialog:

M : Shh

Action:

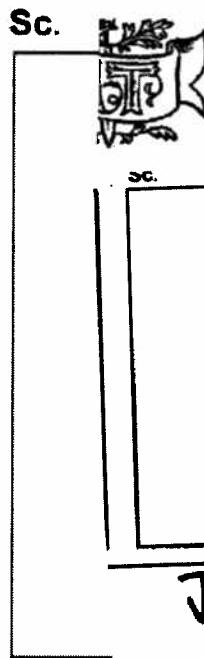
Timing:

Production :

# ADVENTURE TIME

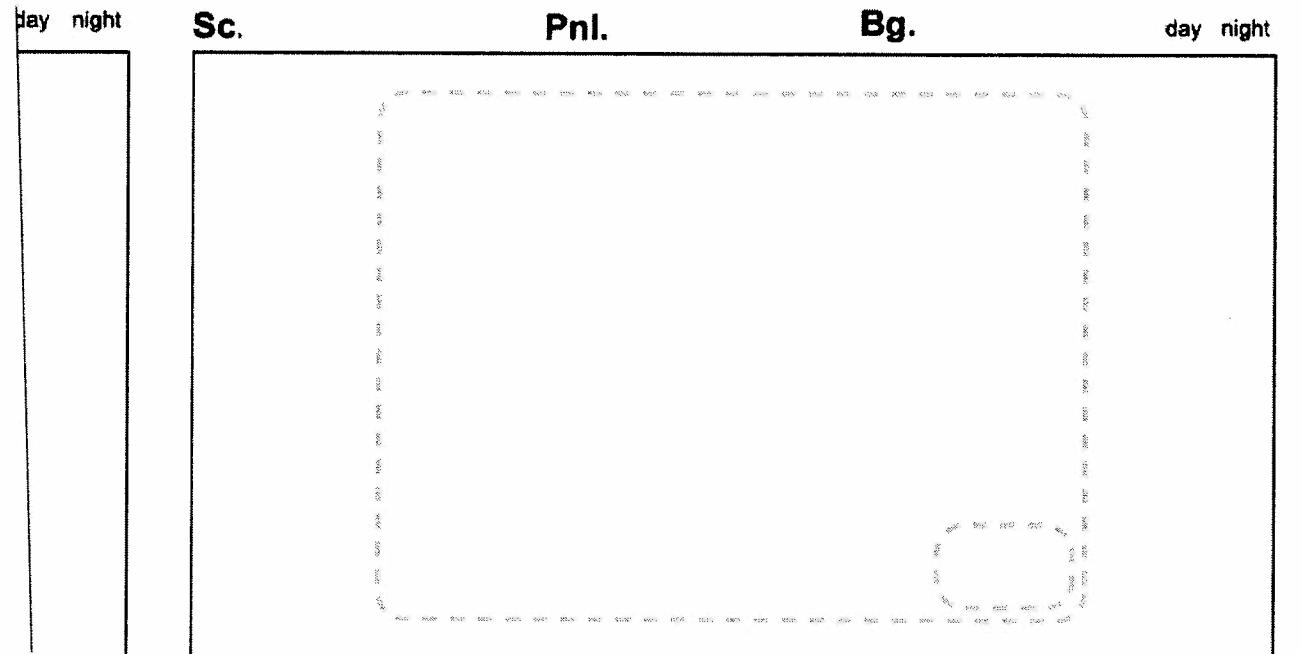


Page 47



J) Whaaa!

EPISODE #



EPISODE #

Dialog:

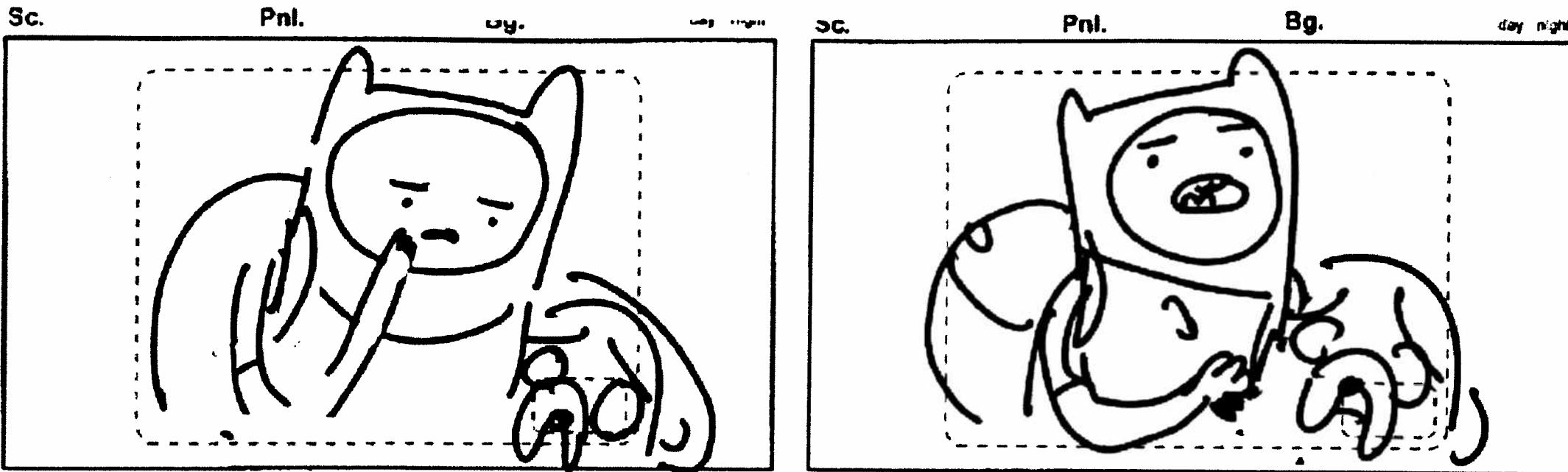
Action:

Timing:

Production :



418



EPISODE

Dialog:  
F) maybe so Buddy,  
But I couldn't

Action:  
watch that old  
man die

Timing:  
a banchman

my code of  
honor wouldn't  
allow it.

Production





Page 49

Sc.

Pnl.

Dy.

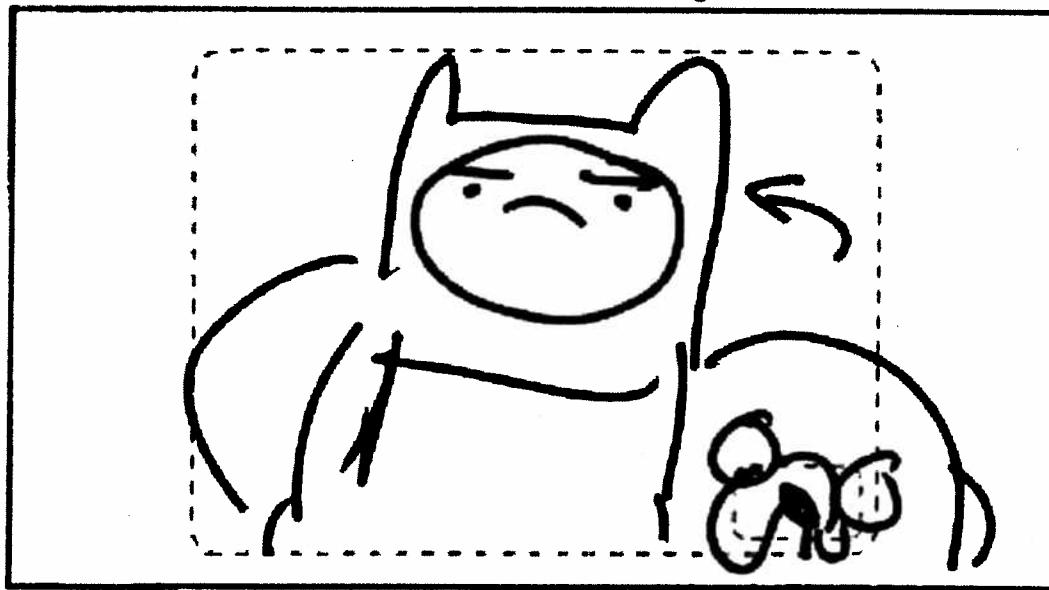
day night

Sc.

Pnl.

Bg.

day night



EPISODE 2

Dialog

W (Haa Haa a)

What a goody two  
shoes!

Action:

Timing:

m) my code of honor  
wouldnt allow it...

Production

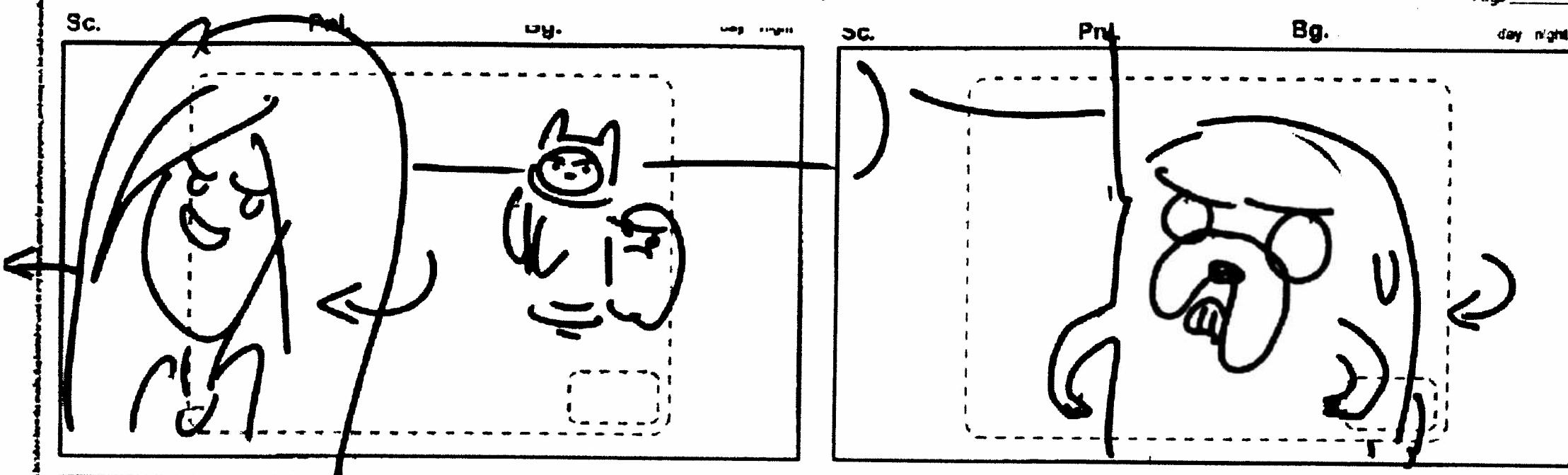


50

Page \_\_\_\_\_

EPISODE

Production



Dialog:

m) I'm gonna like  
having you as my  
henchman for life...

J: Henchman for life )  
' my Tail. )

Action:

Timing:



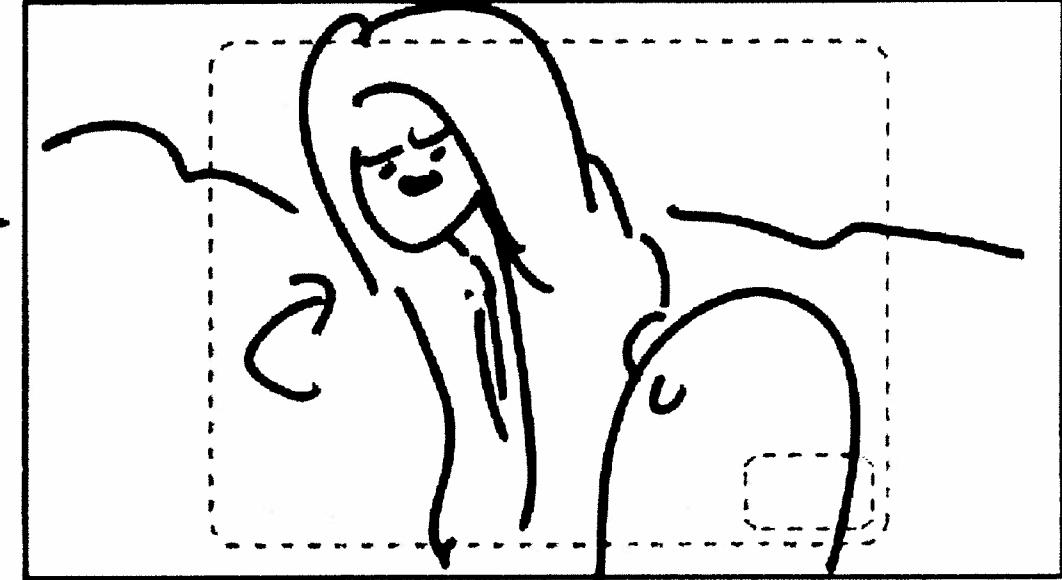
5

Page

Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dialog:

J) Hey!

M) YES JAKE?

Action:

Timing:

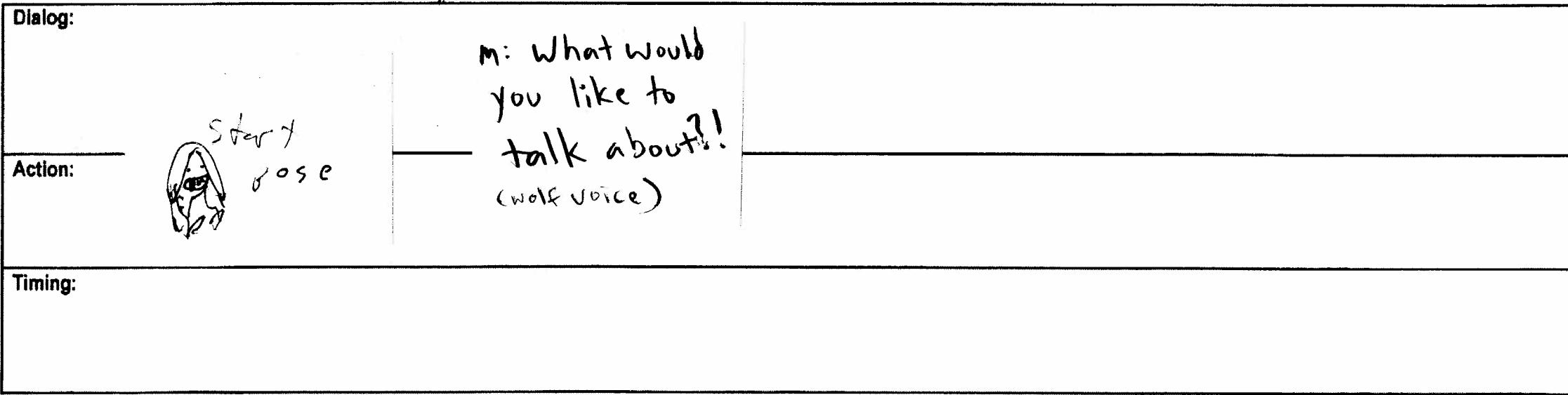
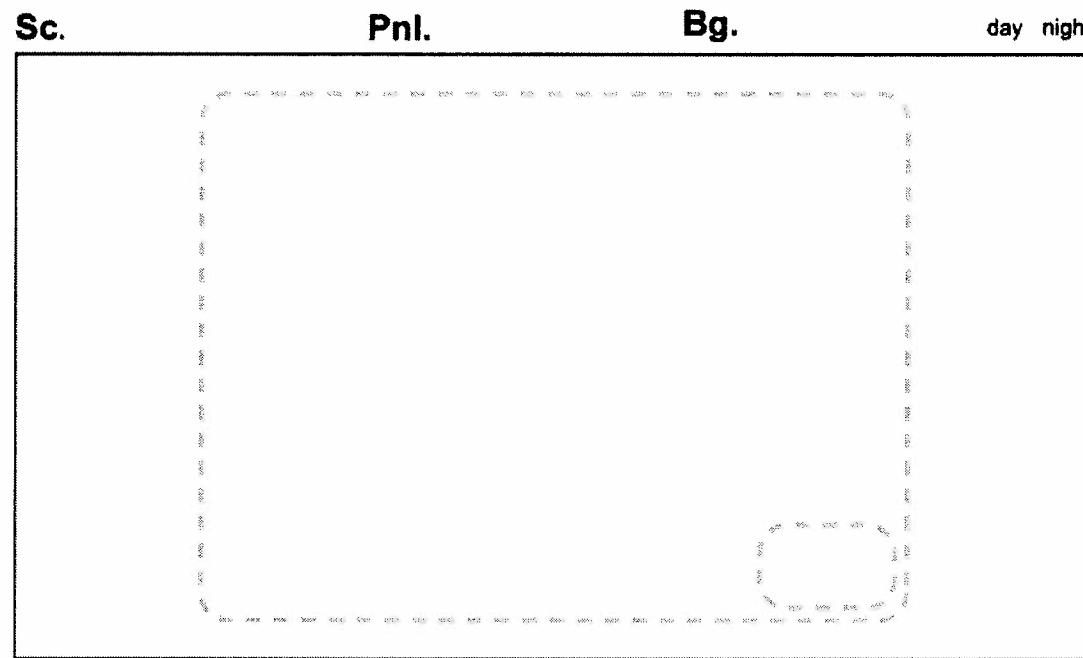
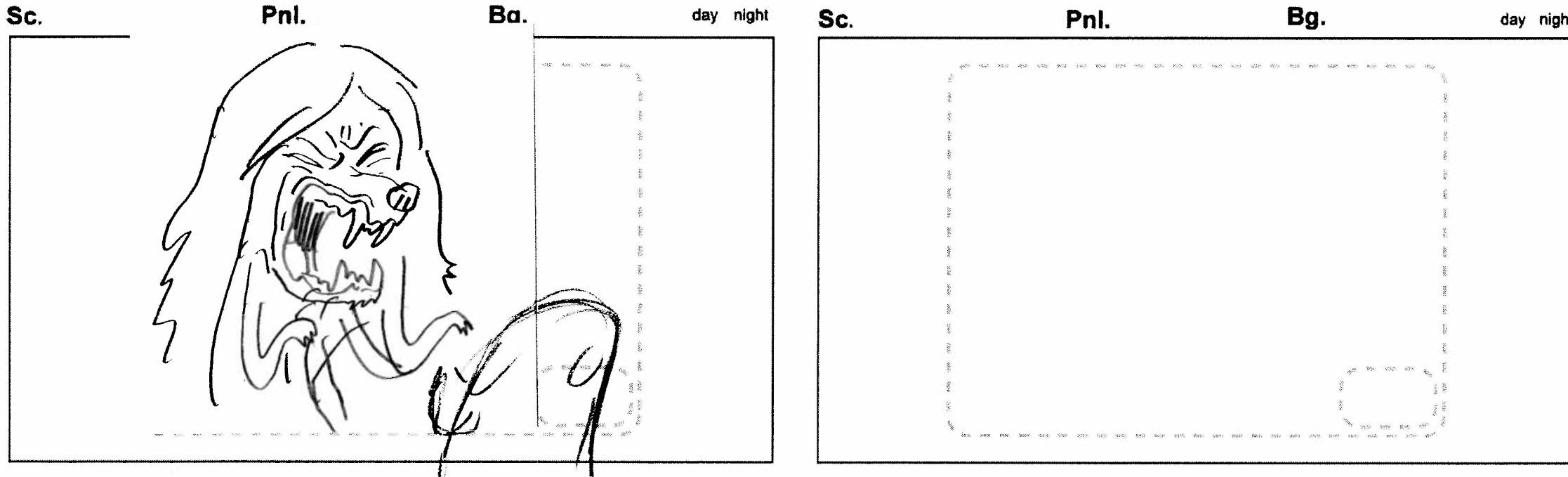
EPISODE #

Production:

# ADVENTURE TIME



Page 52



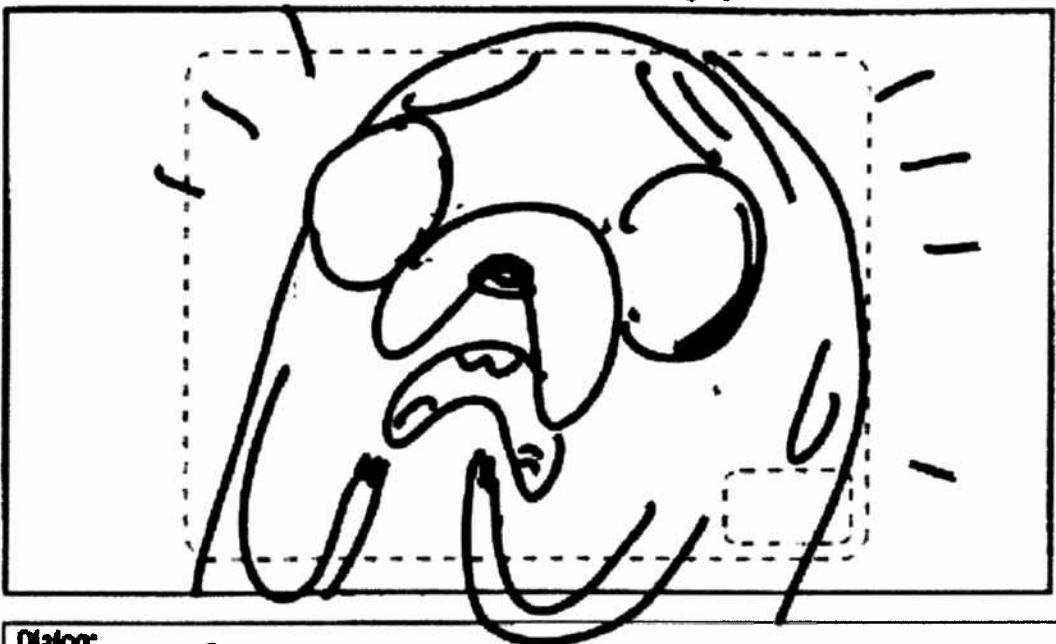


Page 53

Sc.

Pnl.

By. P

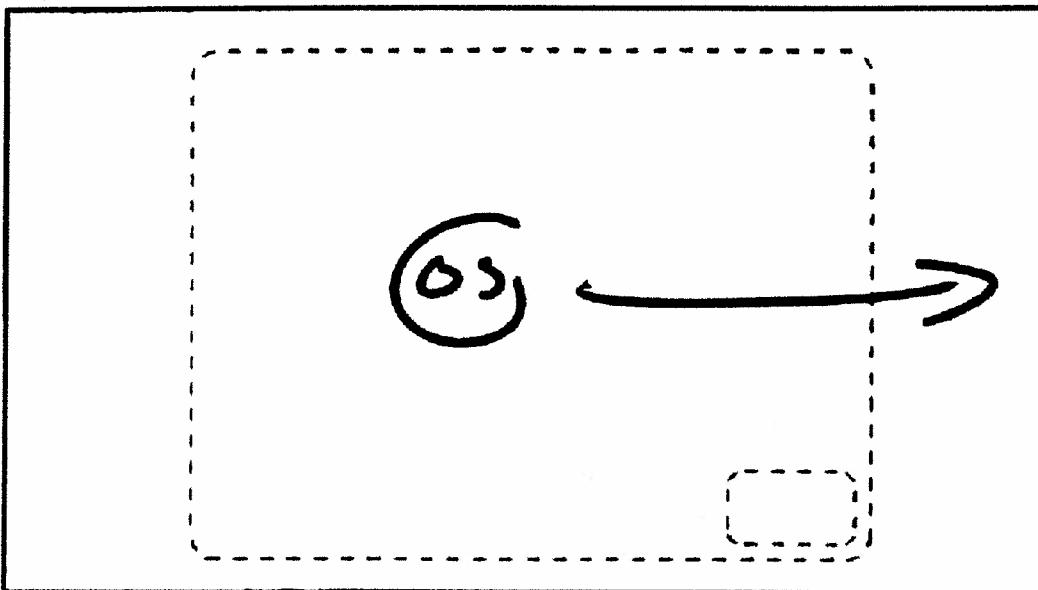


Sc.

Pnl.

Bg.

day night



Dialog:

J) Hahh! Nu..Nuthin!

Action:

Timing:

EPISODE

Production





54

Page

Sc.

Pnl.

Dg.

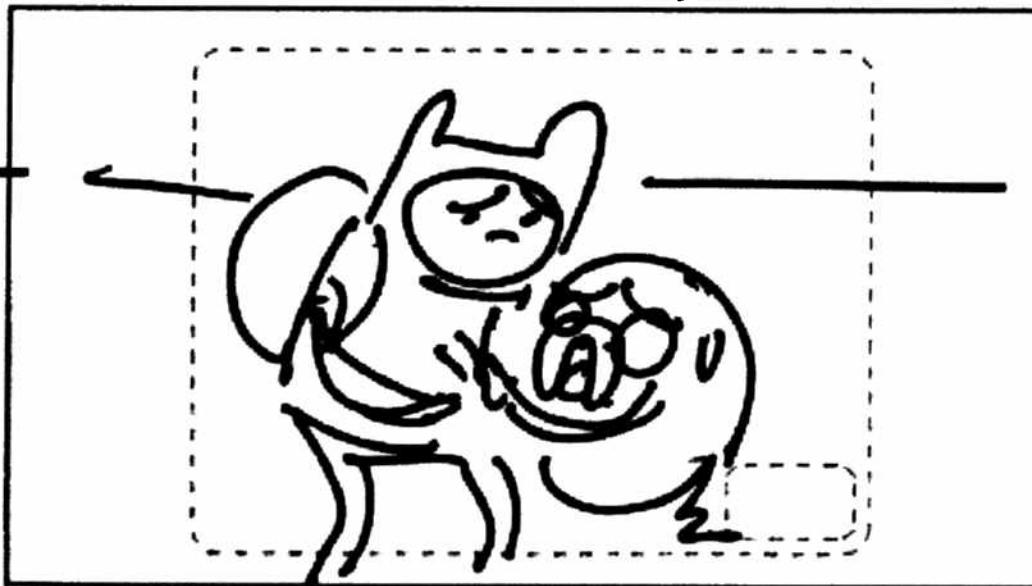
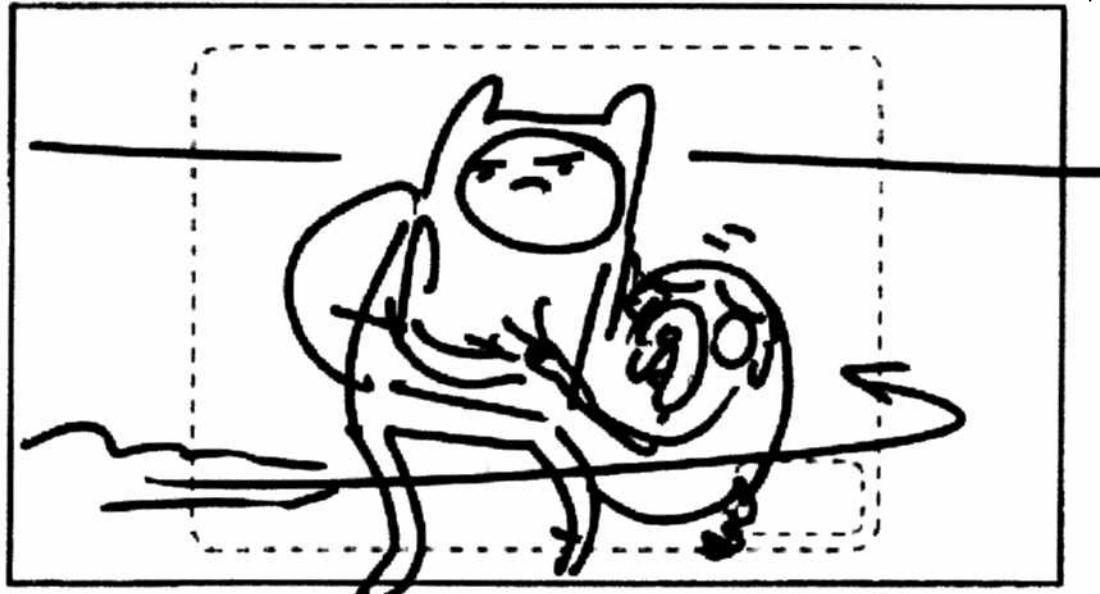
way right

Sc.

Pnl.

Bg.

way right



Dialog:  
J) I wanna help you  
outta this man

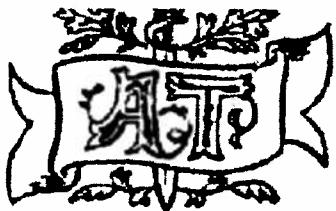
Action:  
but she

Timing:

scares the filling  
out of my donut.  
ya know? ~~what~~  
~~means?~~

EPISODE 8

Production



Page 55

Sc.

Pnl.

By.

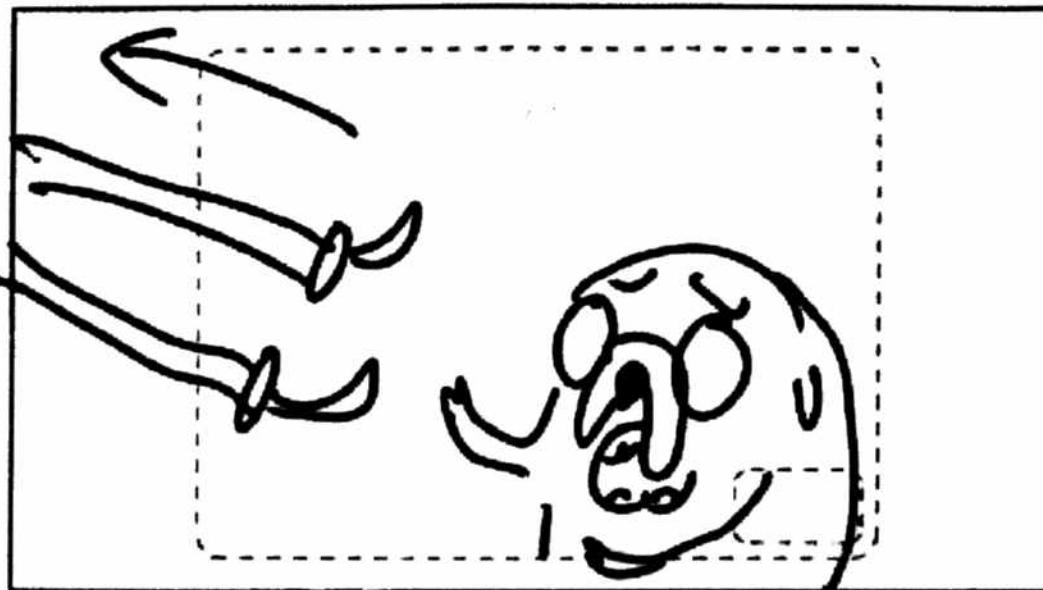
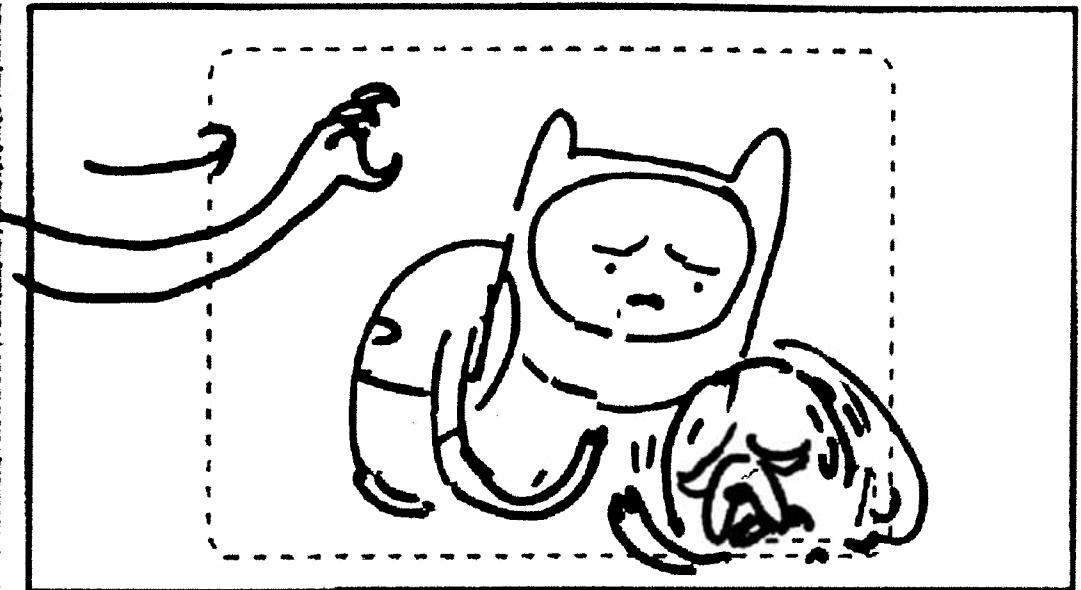
→ ←

Sc.

Pnl.

Bg.

day night



EPISODE

J- Let's just leave. <sup>+</sup>  
<sub>LII</sub>

F- I can't, as

a HERO I'm

bound by my...

M) LAUGHING

WORD! <sup>!</sup>

J- FIN!!

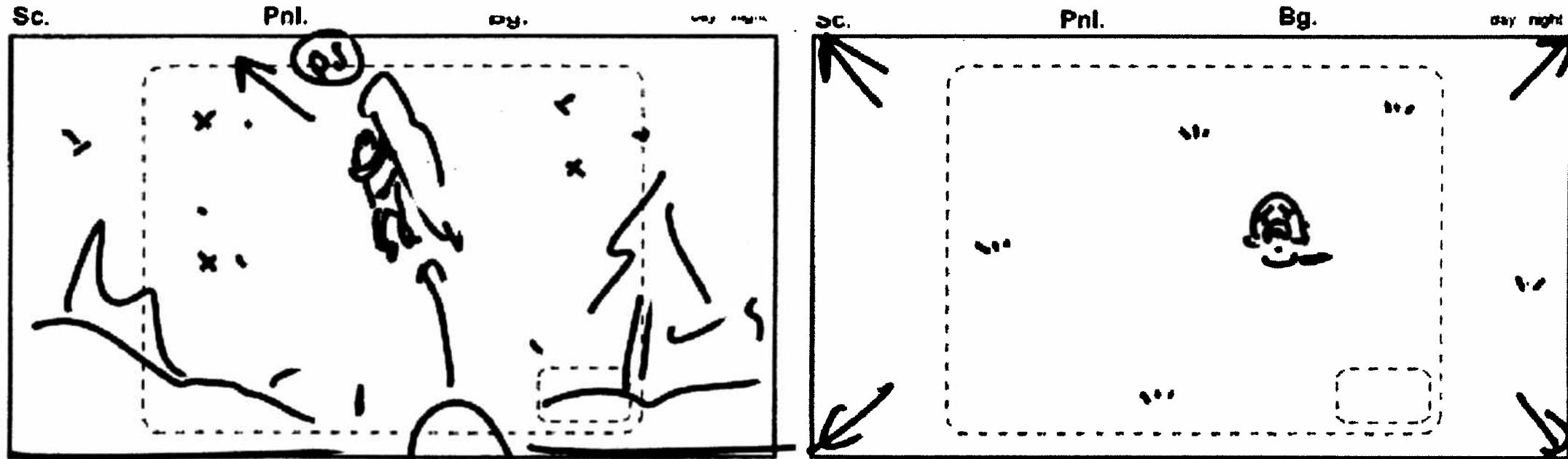


Production

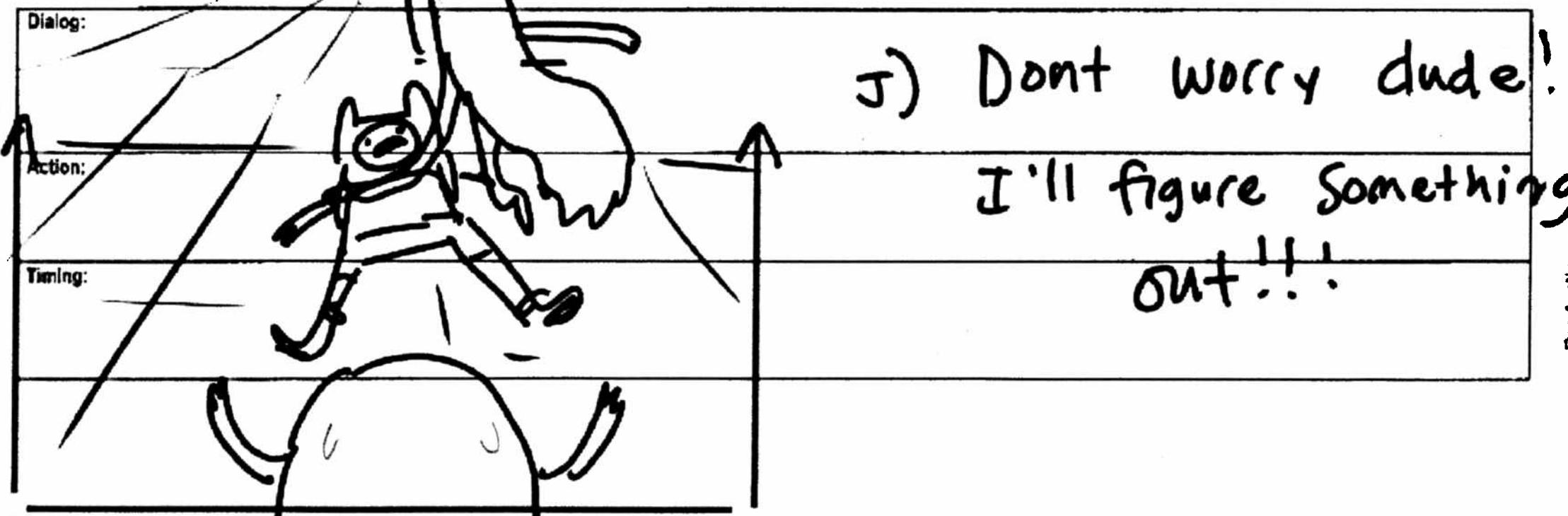
m) (laughing)



Page 56



EPISODE 8



Production

# ADVENTURE TIME



Page 57

Sc.

Pnl.

Bg.

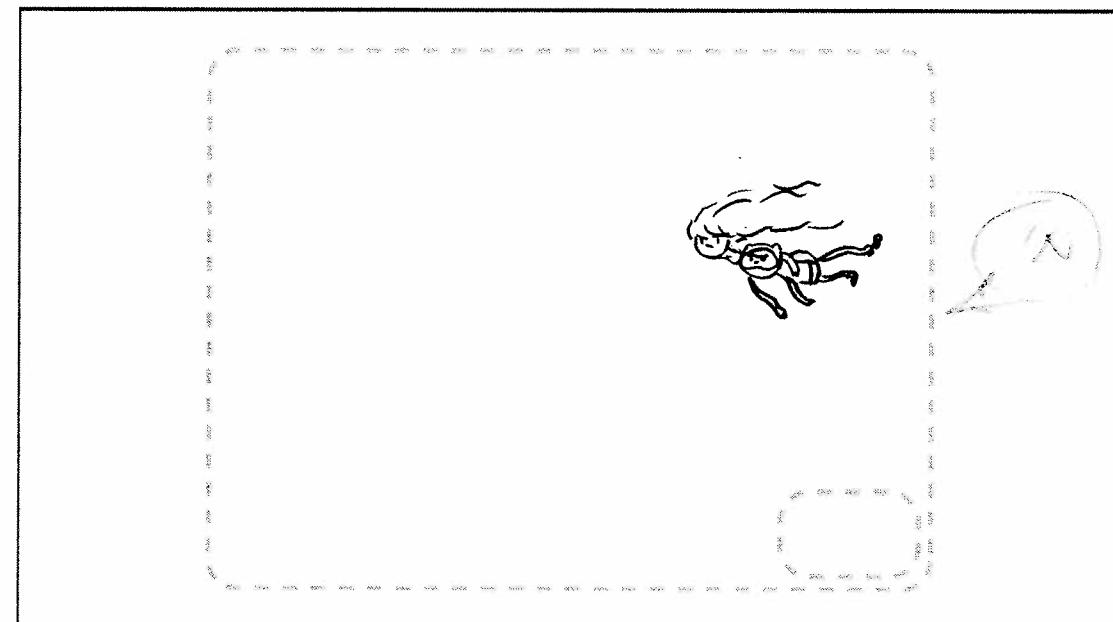
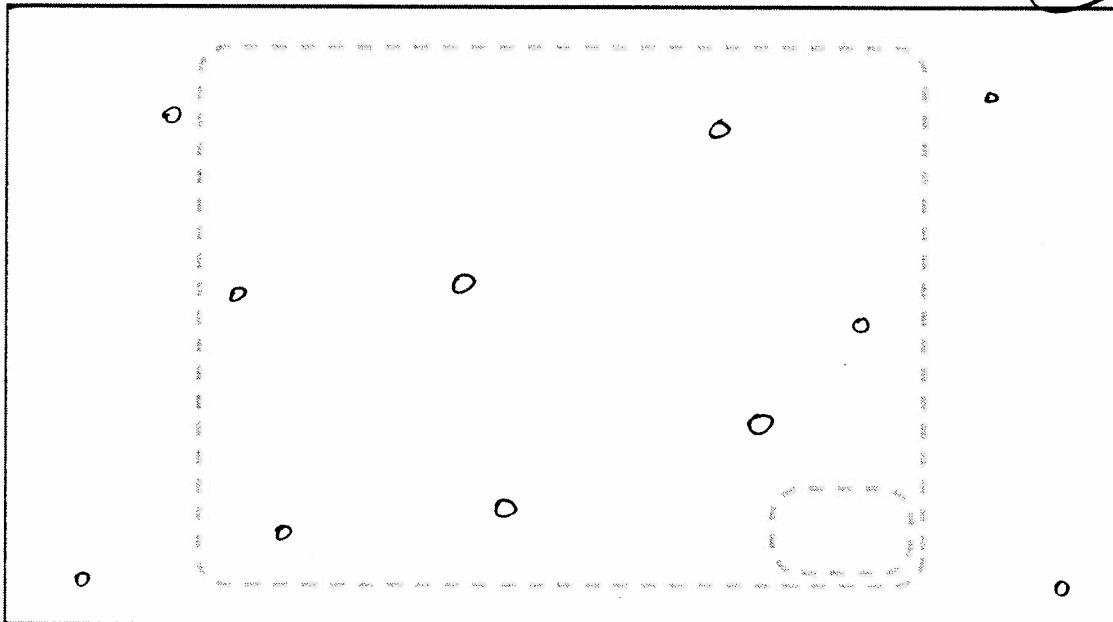
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Action:

(NIGHT SKY)

FLY IN

Timing:

Production :

EPISODE #

# ADVENTURE TIME



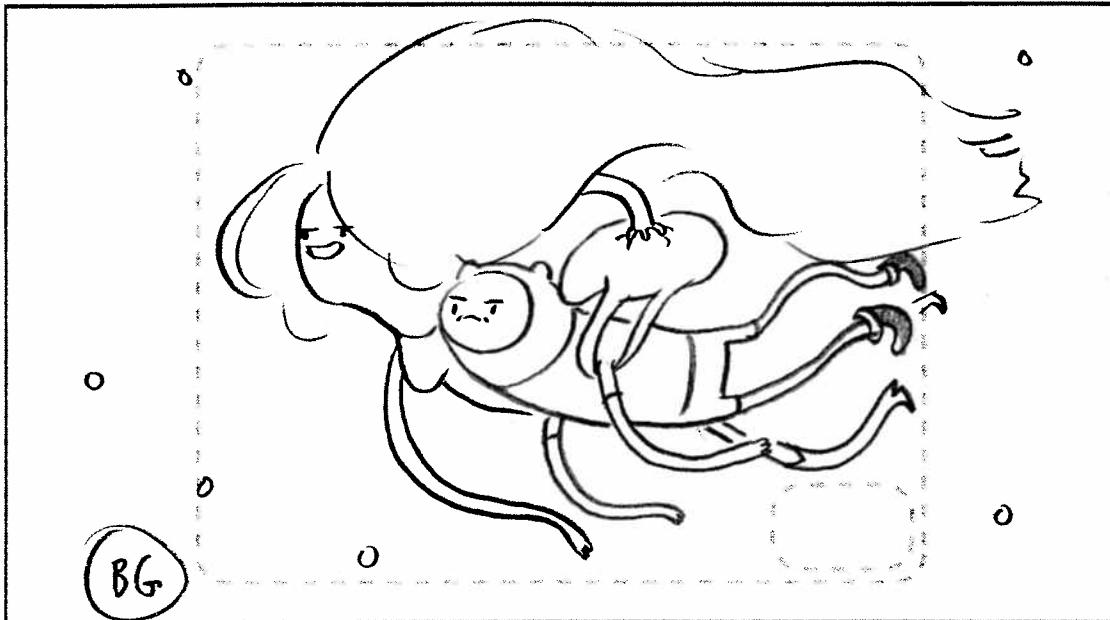
Page 58

Sc.

Pnl.

Bg.

day night

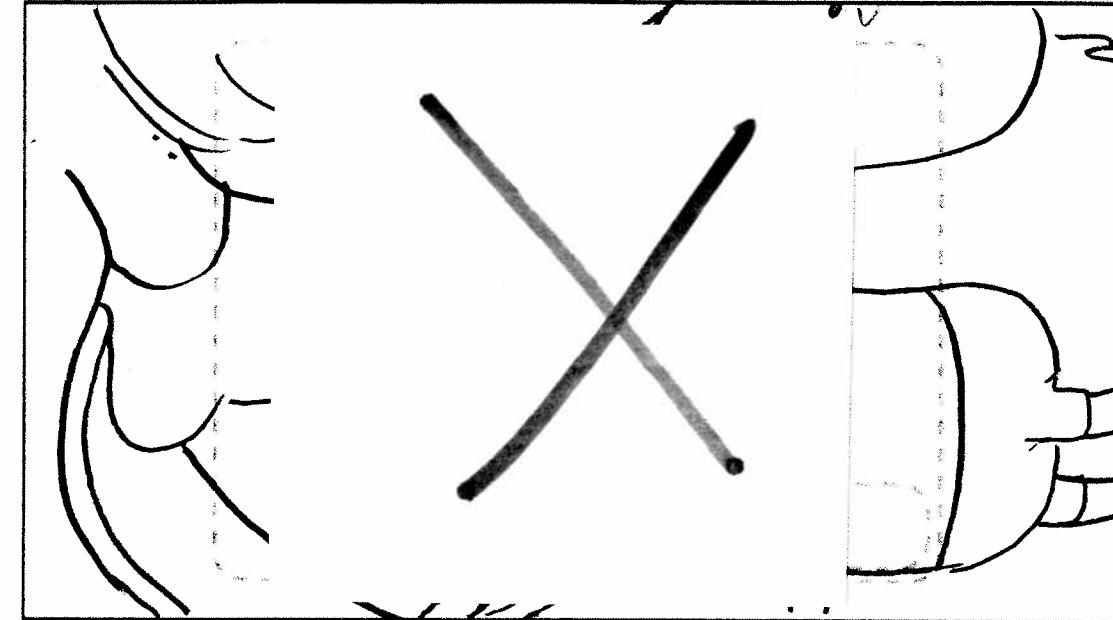


Sc.

Pnl.

Bg.

day night



Dialog:

M: YOU'RE LUCKY, FIN.  
YOU'RE FIRST JOB AS HENCHMAN  
IS TO HELP ME FEED.

F: WHA-  
WAN

NE, I DON'T  
EAT.

Action:

MARCELINE'S HAIR FLAPS  
FIN'S FEET & ARMS FLAP



Timing:

EPISODE #

Production :

# ADVENTURE TIME



Page 59

Sc.

Pnl.

2

Bg.

day night

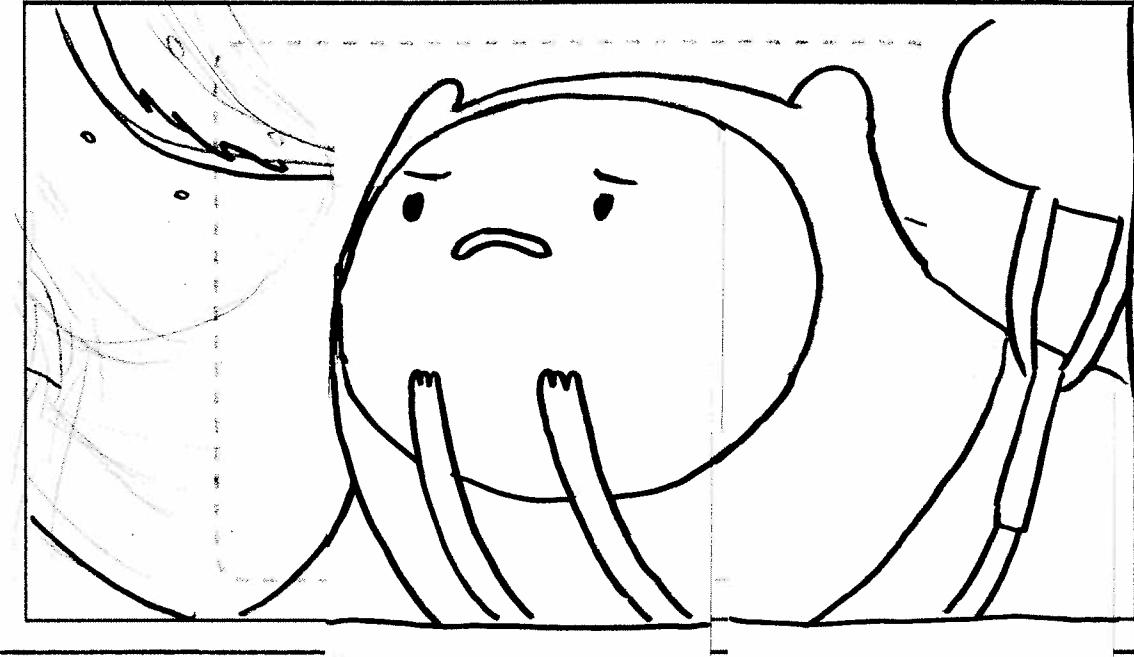
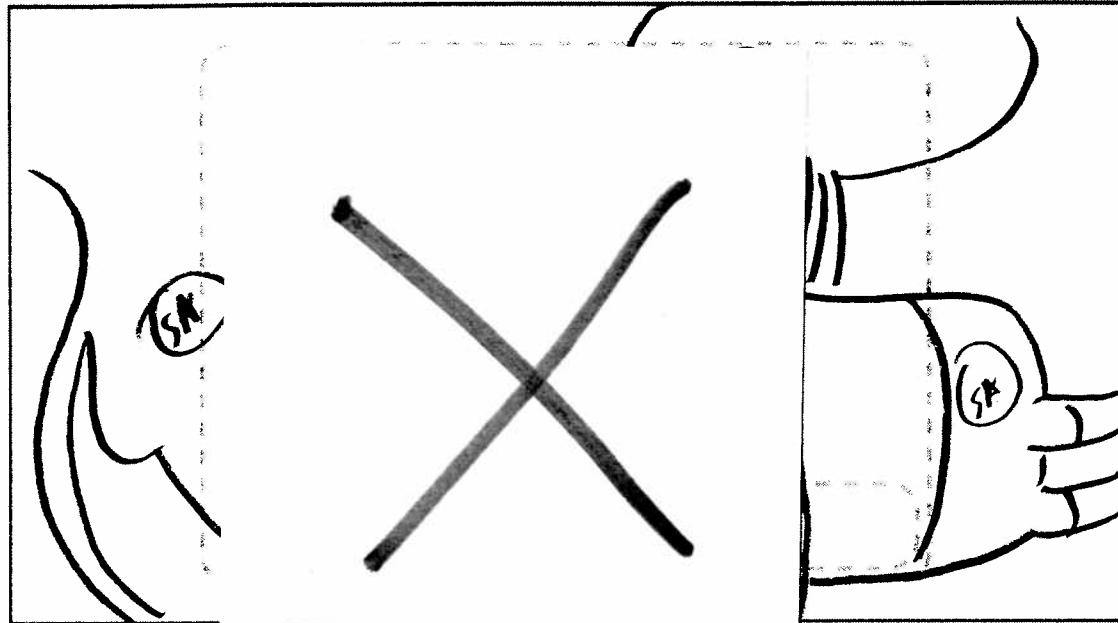
Sc.

Pnl.

1

Bg.

day night



Dialog:	<p>F. <sup>BOO</sup> I'M X</p> <p>I CODE.</p>	<p>(F:) * GASP! * (whisper to self) FEED?!</p>
Action:		
Timing:		

# ADVENTURE TIME



Page 60

Sc.

Pnl.

Bg.

day night

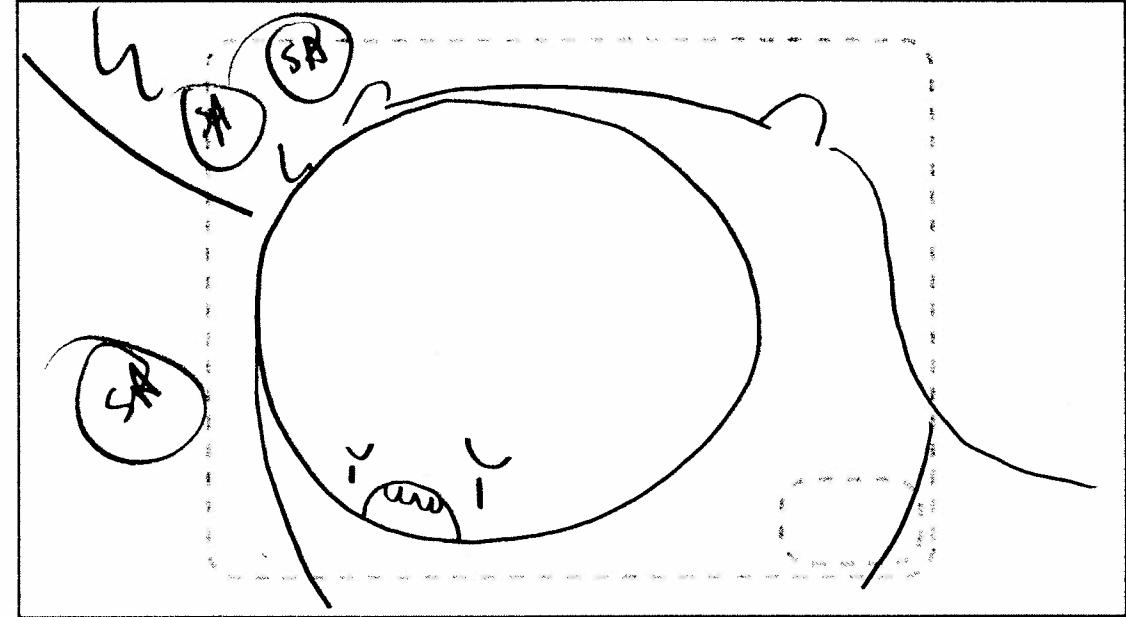
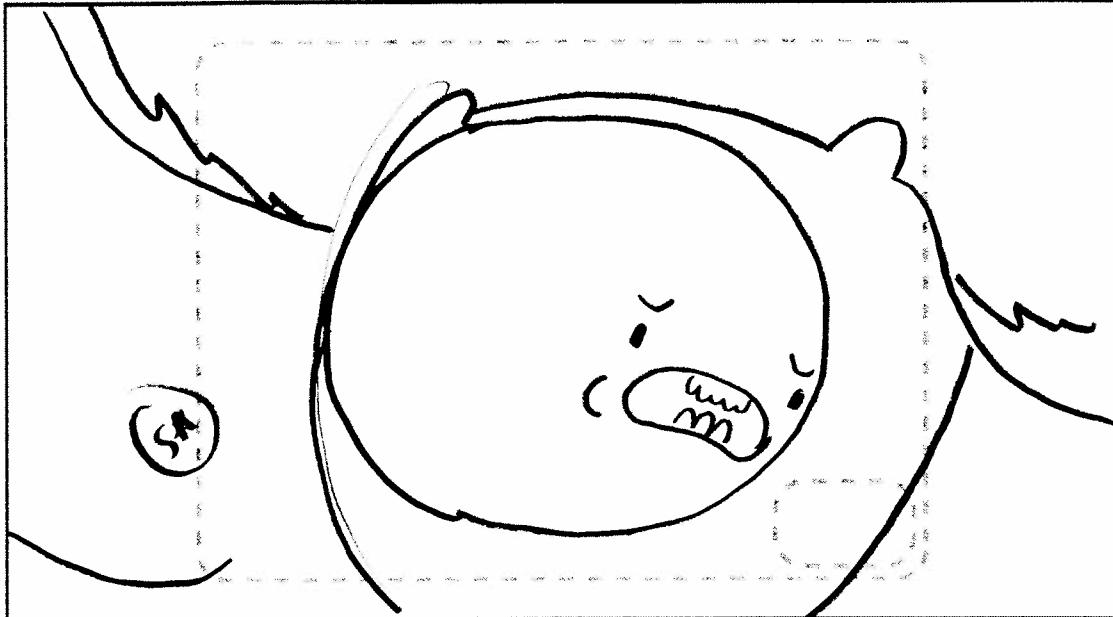
Sc.

Pnl.

3

Bg.

day night



Dialog:

F: WHAT DOES SHE MEAN?  
(whisper to self) LIKE OATS?

LIKE SENTIANT BEINGS  
OR OATS?

Action:

Timing:

EPISODE #

Production :

# ADVENTURE TIME



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Sc.

Pnl.

Bg.

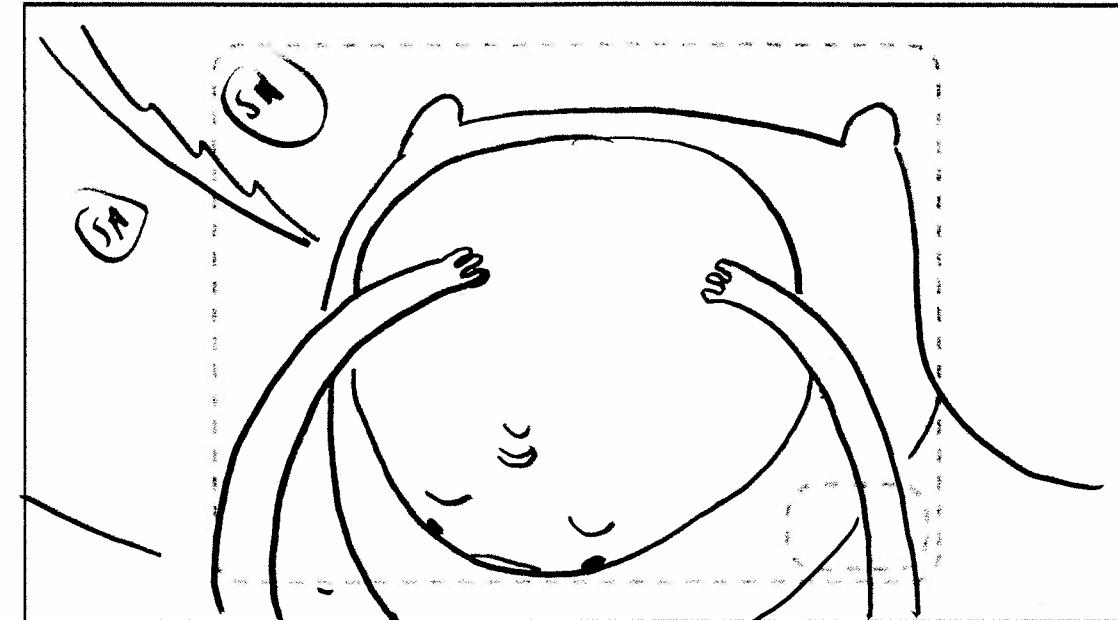
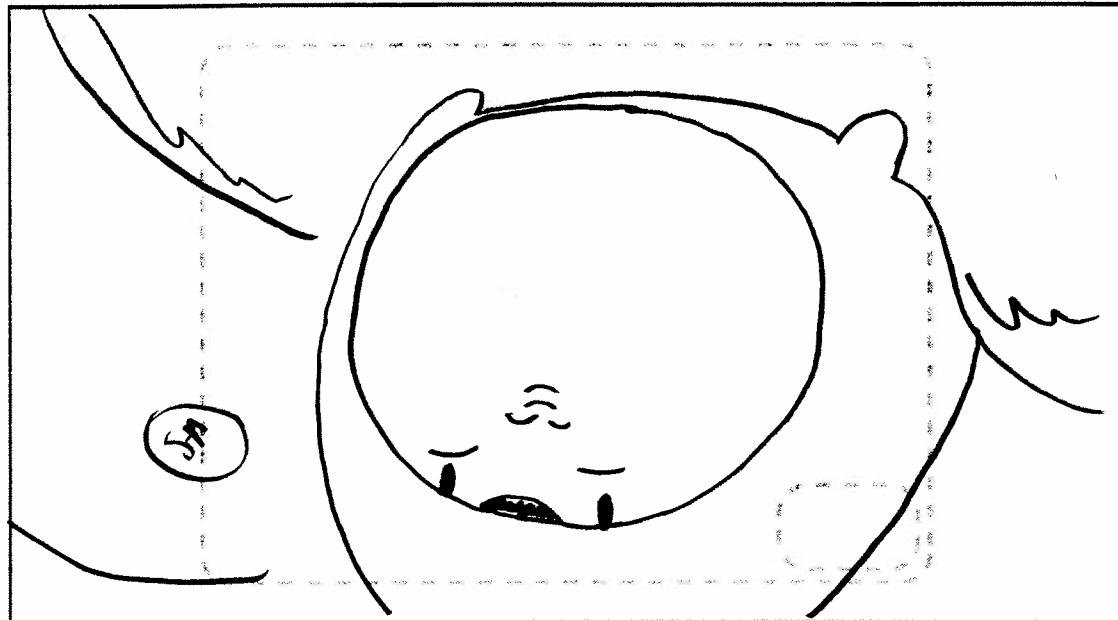
day night

Sc.

Pnl.

Bg.

day night



EPISODE #

Production :

Dialog:

F: LIKE HORSE FEED  
OR LION FEED?

AW MAN  
WHAT DID I get myself  
INTO?

Action:

Timing:

# ADVENTURE TIME



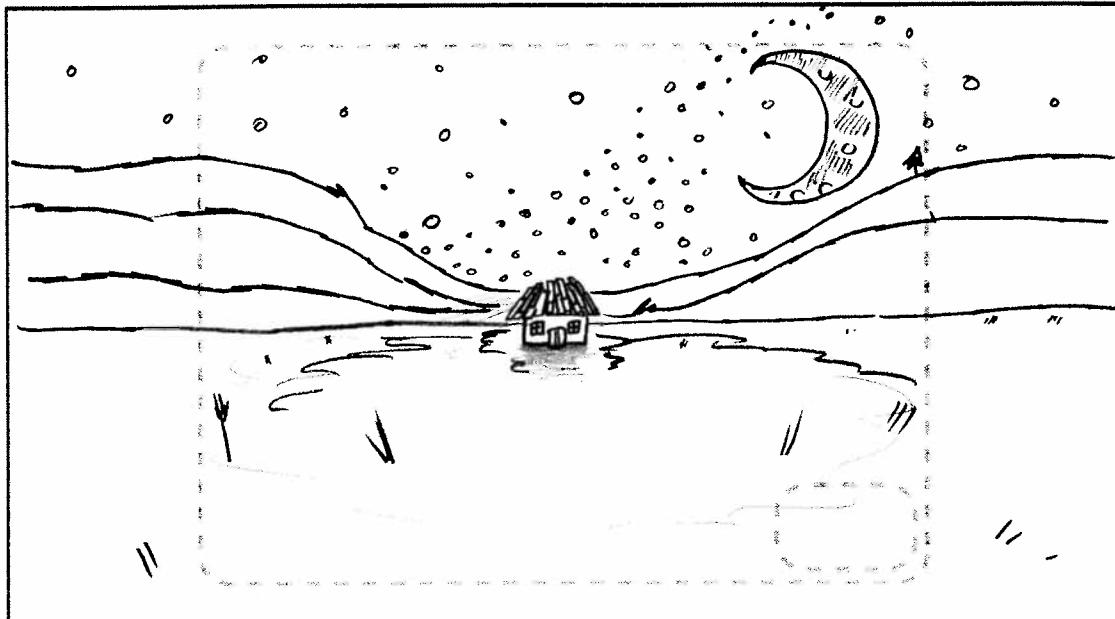
Page 62

Sc.

Pnl.

Bg.

day night

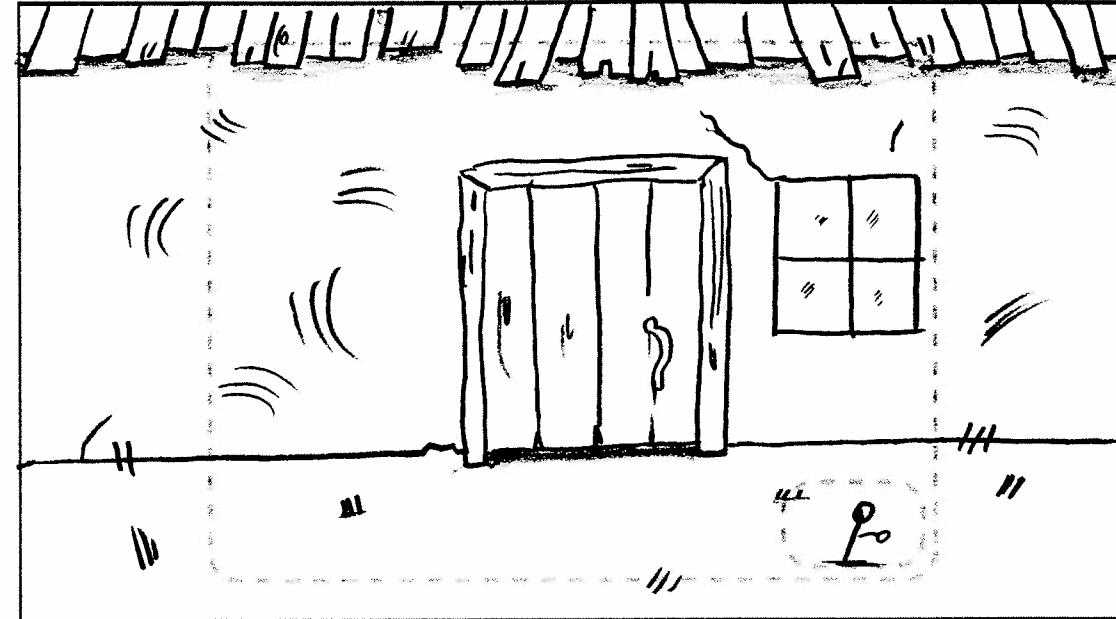


Sc.

Pnl.

Bg.

day night



EPISODE #

Dialog:

(O.S. FAINT SOUND OF OLD MAN TALKING)

Action:

HOUSE IN THE DISTANCE

Timing:

Production :

# ADVENTURE TIME



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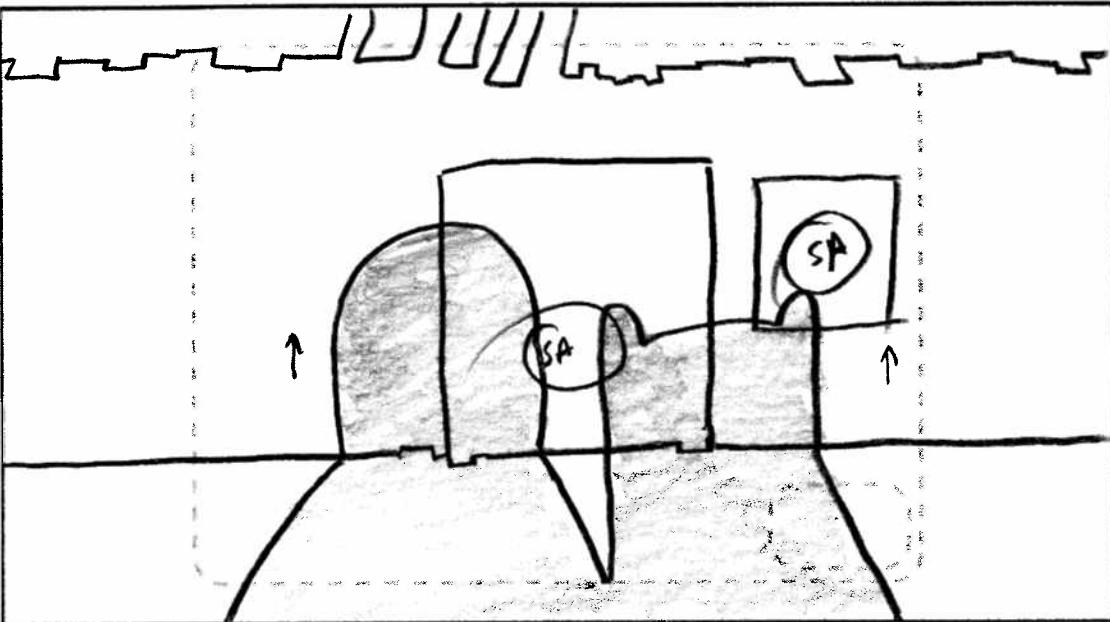
Sc.

Pnl.

~

Bg.

day night

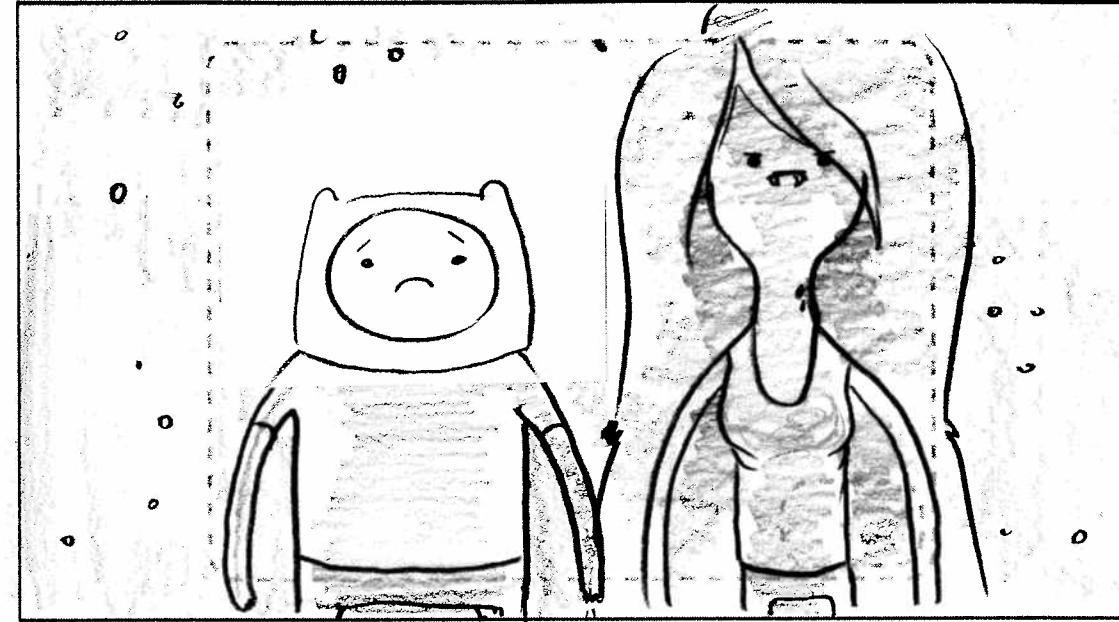


Sc.

Pnl.

Bg.

day night



EPISODE #

Dialog:

Action:

(SHADOW CREEPS UP ON WALL)

Timing:

Production :

# ADVENTURE TIME



Page 64

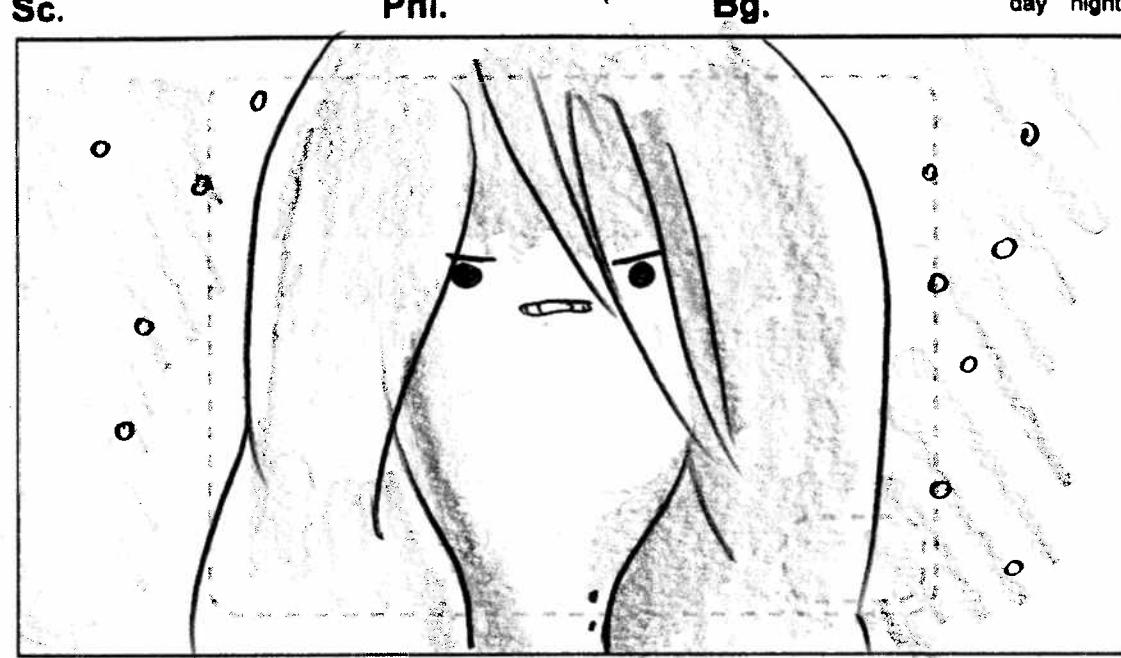
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Sc.

Pnl.

Bg.

day night

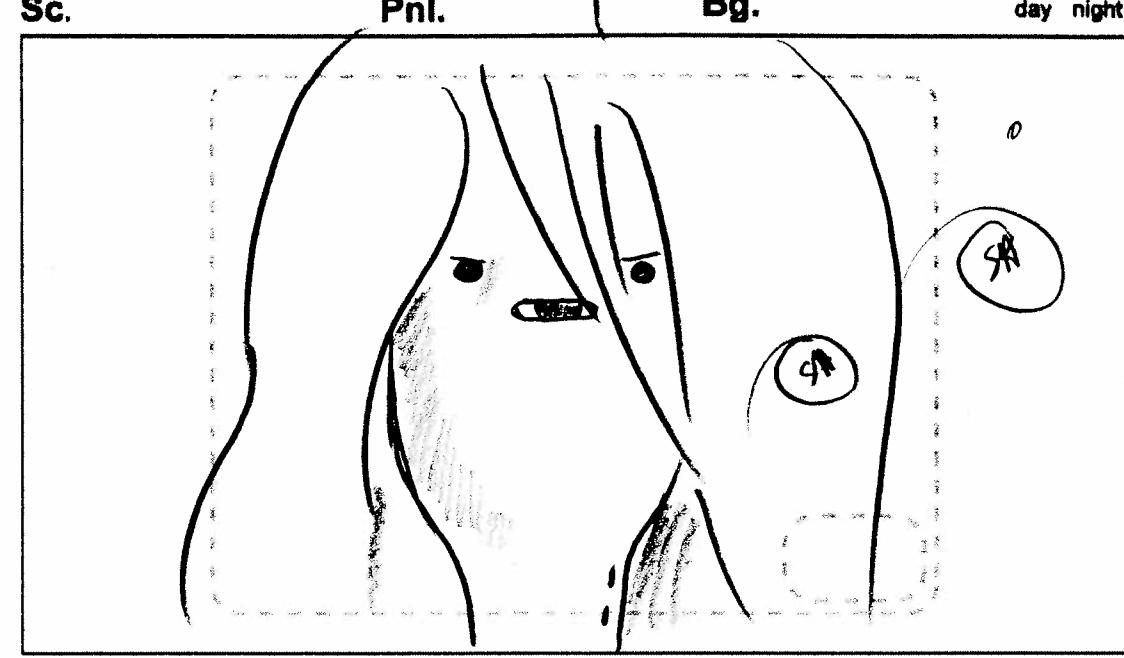


Sc.

Pnl.

Bg.

day night



EPISODE #

Production :

Dialog:

(M) SOUNDS LIKE DINNER.

m: FINN, OPEN THE  
DOOR.

Action:

Timing:

# ADVENTURE TIME



Page 65

Sc.

Pnl.

Bg.

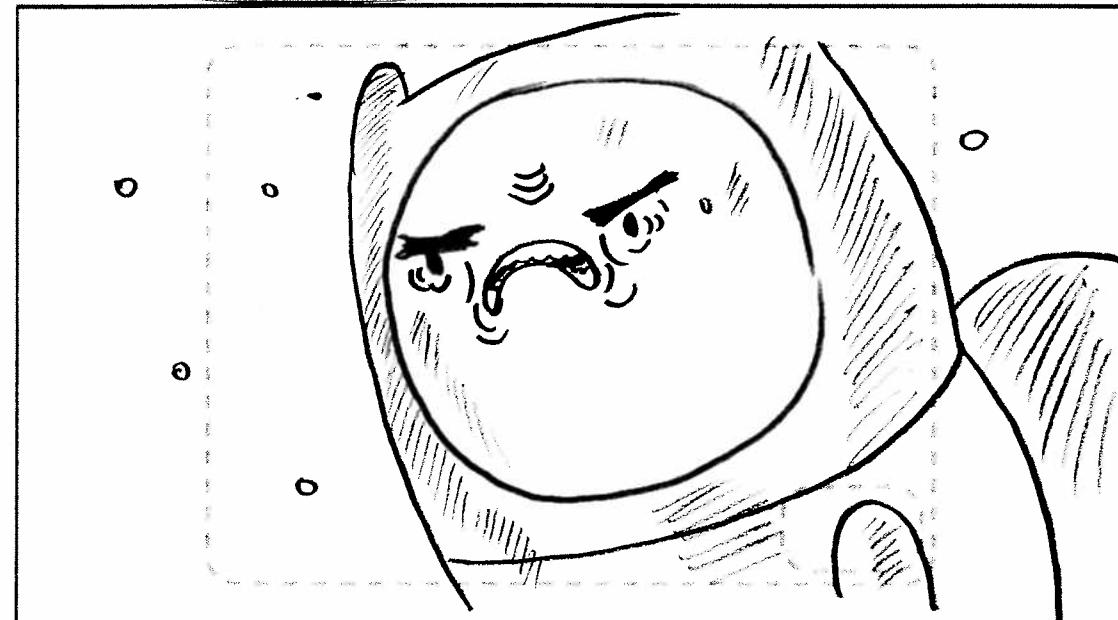
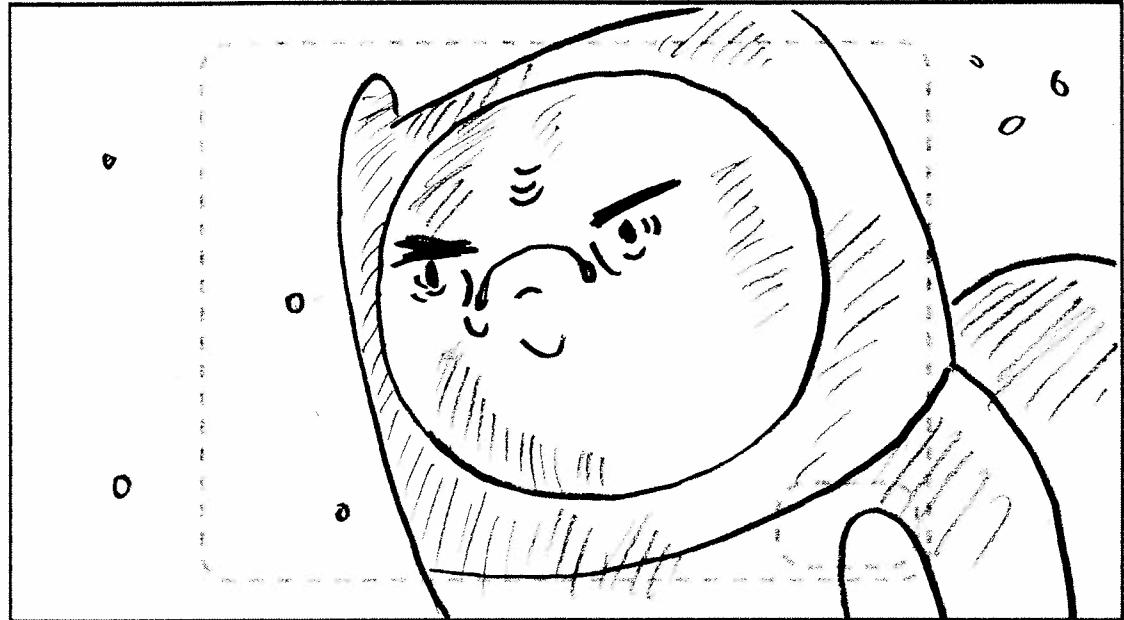
day night

Sc.

Pnl.

Bg.

day night



Dialog:

F: (GRUNTS ANGRY)

(F) TO SELF: I CAN'T DO IT

Action:

Timing:

EPISODE #

Production :

# ADVENTURE TIME



Page 66

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Sc.

Pnl.

?

Bg.

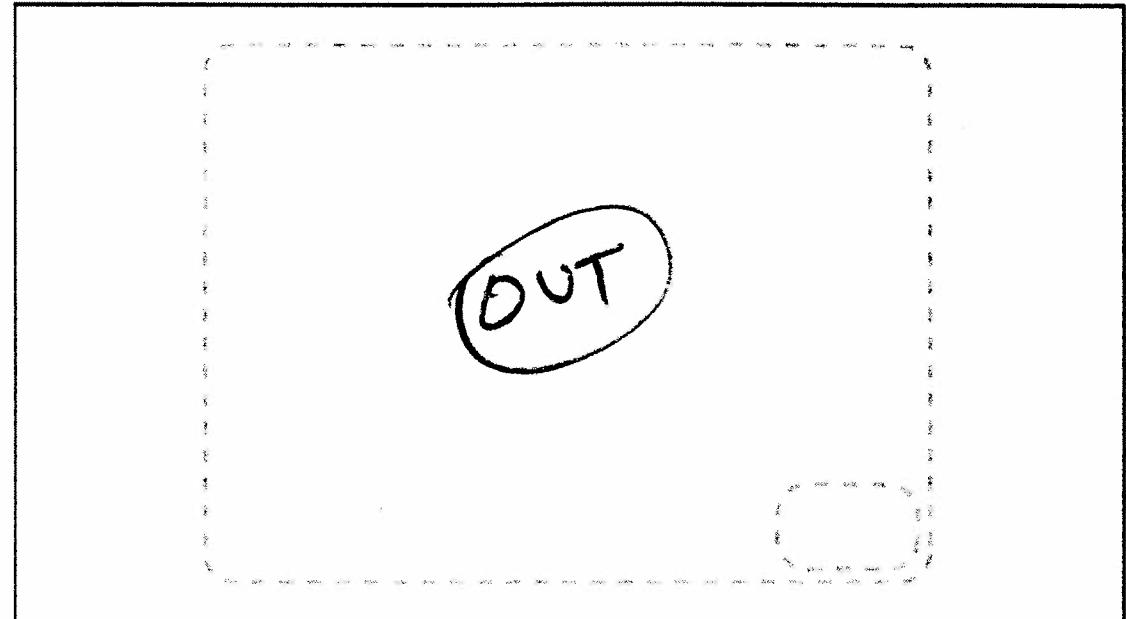
day night

Sc.

Pnl.

Bg.

day night



EPISODE #

Dialog:

(F) ~~if~~ if INNOCENT PEOPLE WILL BE  
HURT.  
(ALT: INNOCENTS WILL BE HURT)

Action:

Timing:

Production :

# ADVENTURE TIME



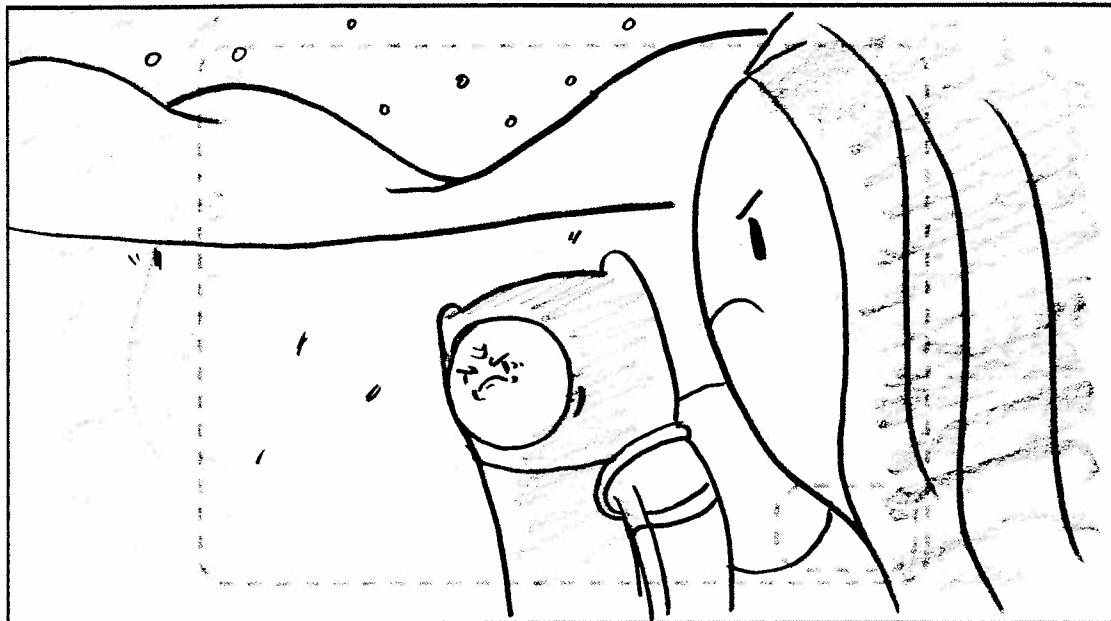
Page 67

Sc.

Pnl.

Bg.

day night

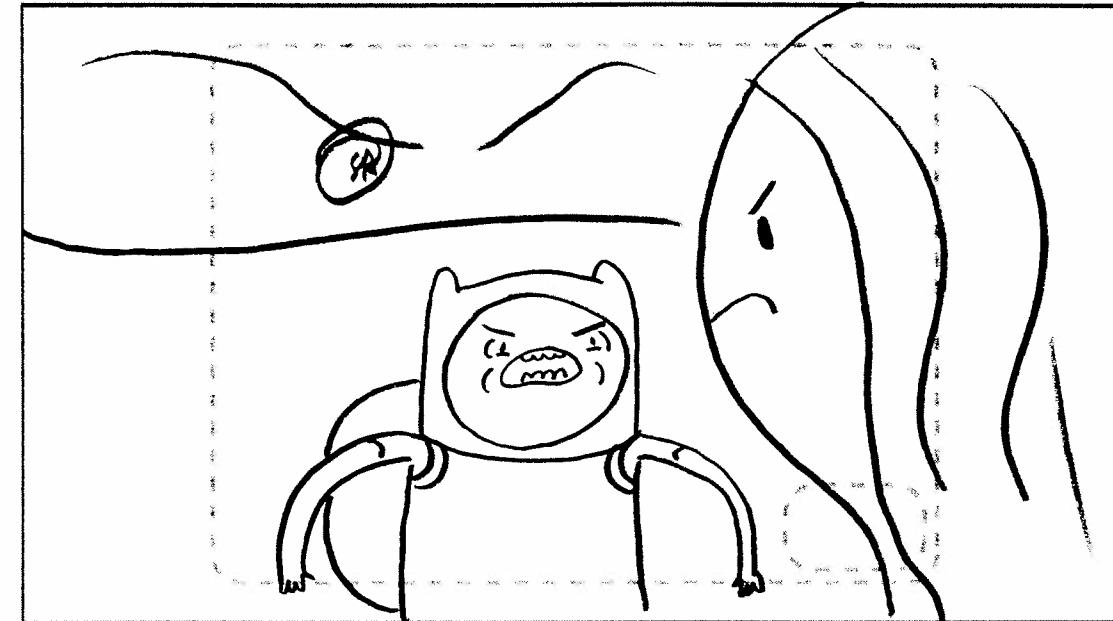


Sc.

Pnl.

Bg.

day night



Dialog:

(f) NO WAY MARCELINE! I'M  
NOT GONNA OPEN THAT  
DOOR.

Action:

Timing:

EPISODE #

Production :

# ADVENTURE TIME



Page 68

Sc.

Pnl.

Bg.

day night

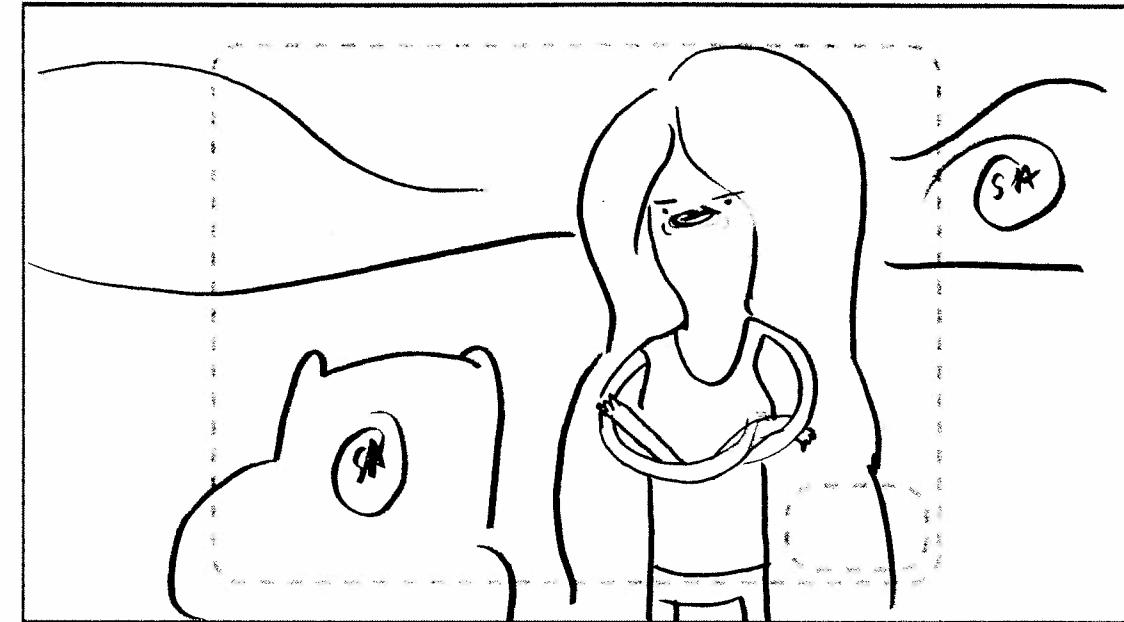
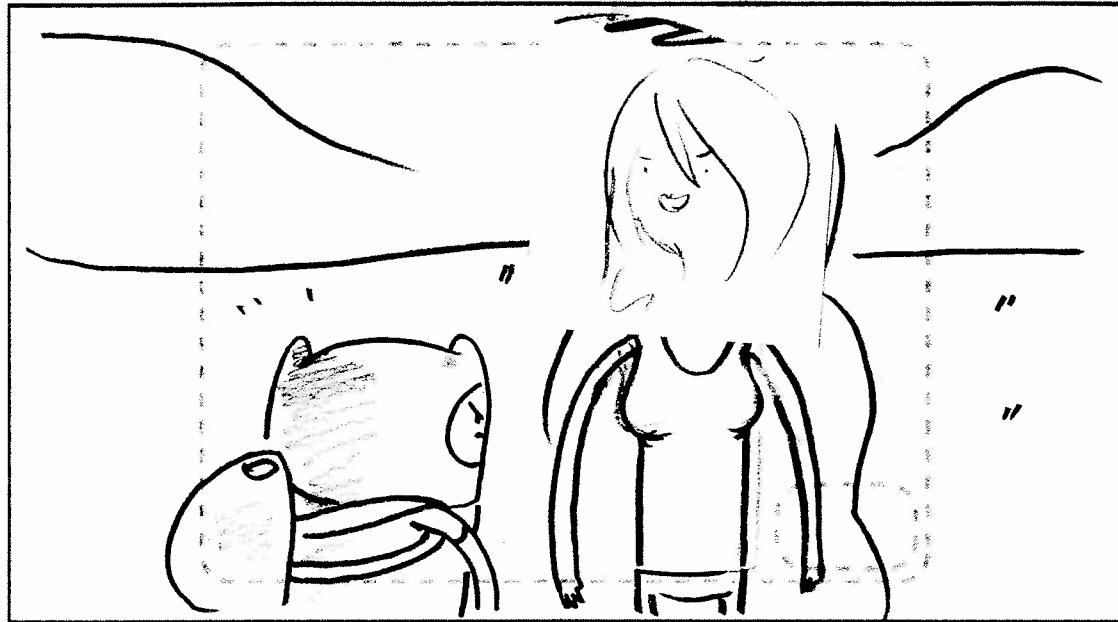
Sc.

Pnl.

2

Bg.

day night



Dialog:

(M)

(M) You  
have  
to!

Your code of  
honor  
bounds  
you to do  
what I  
say  
Doesn't it...

Action:

Timing:

HERO?

CROSSES ARMS on  
"Hero"

EPISODE #

Production :

# ADVENTURE TIME



Page 69

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Sc.

Pnl.

Bg.

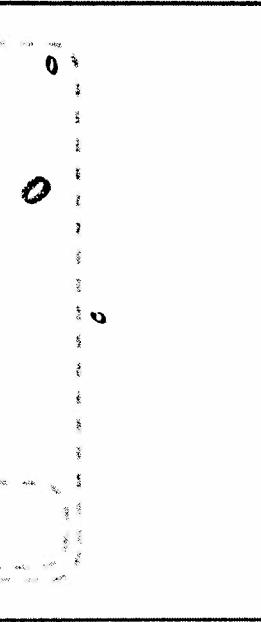
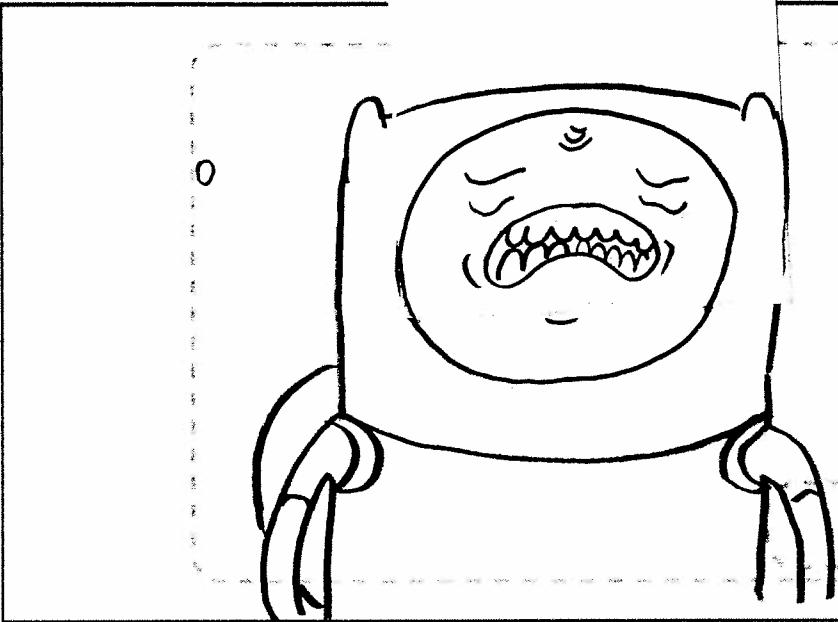
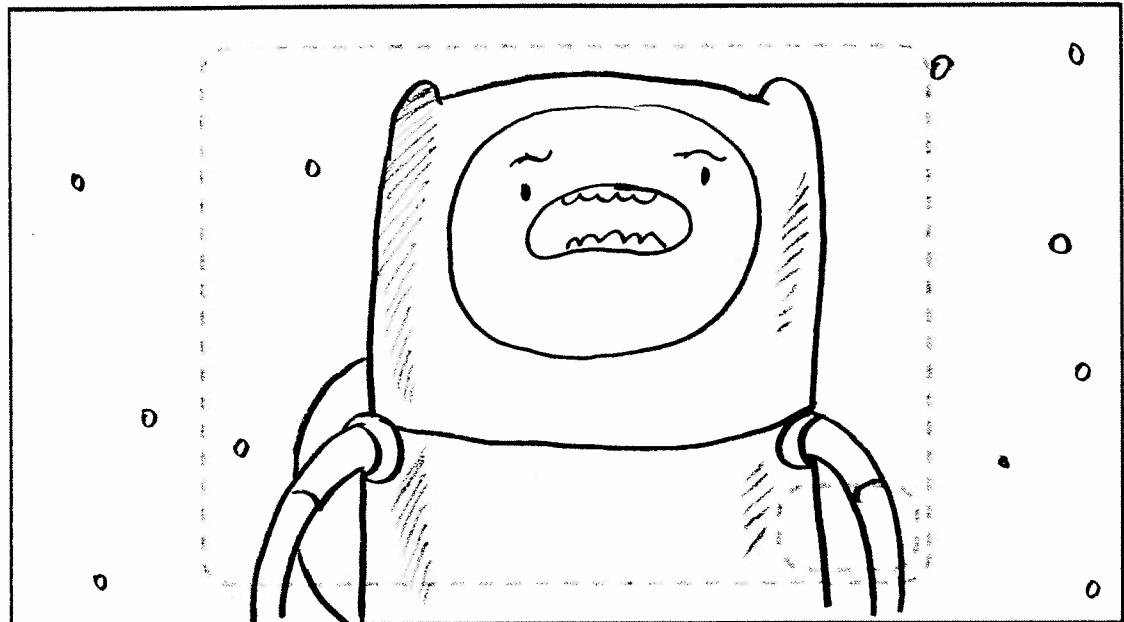
day night

Sc.

P

2

day night



Dialog:



I ...

... (sigh) ...

Action:

Timing:

EPISODE #

Production :

# ADVENTURE TIME



Page

70

Sc.

Pnl.

Bg.

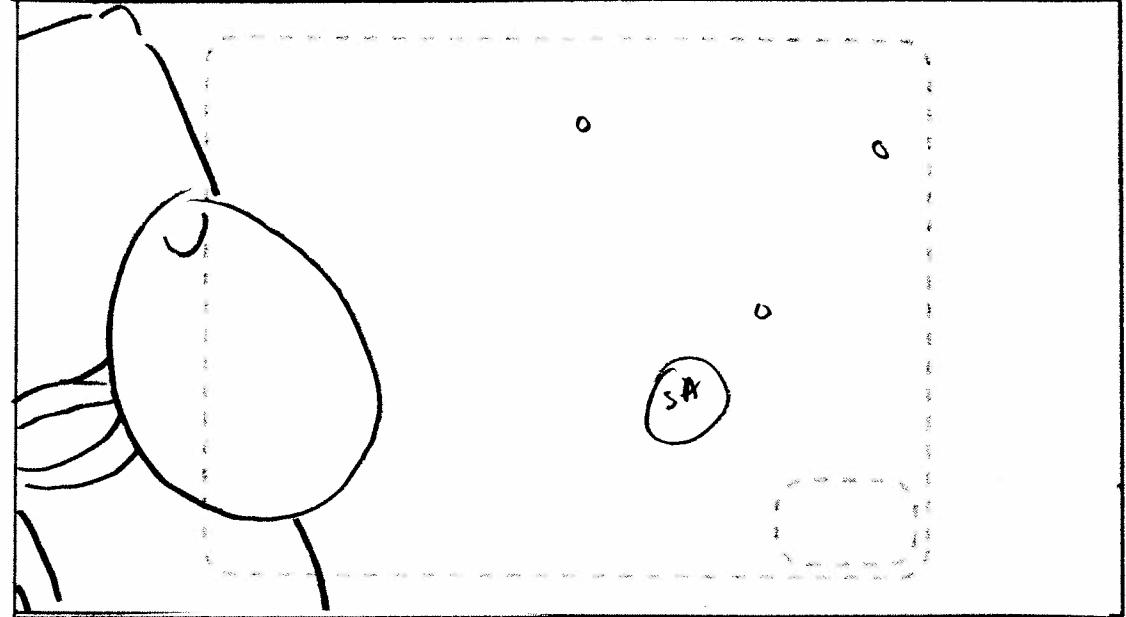
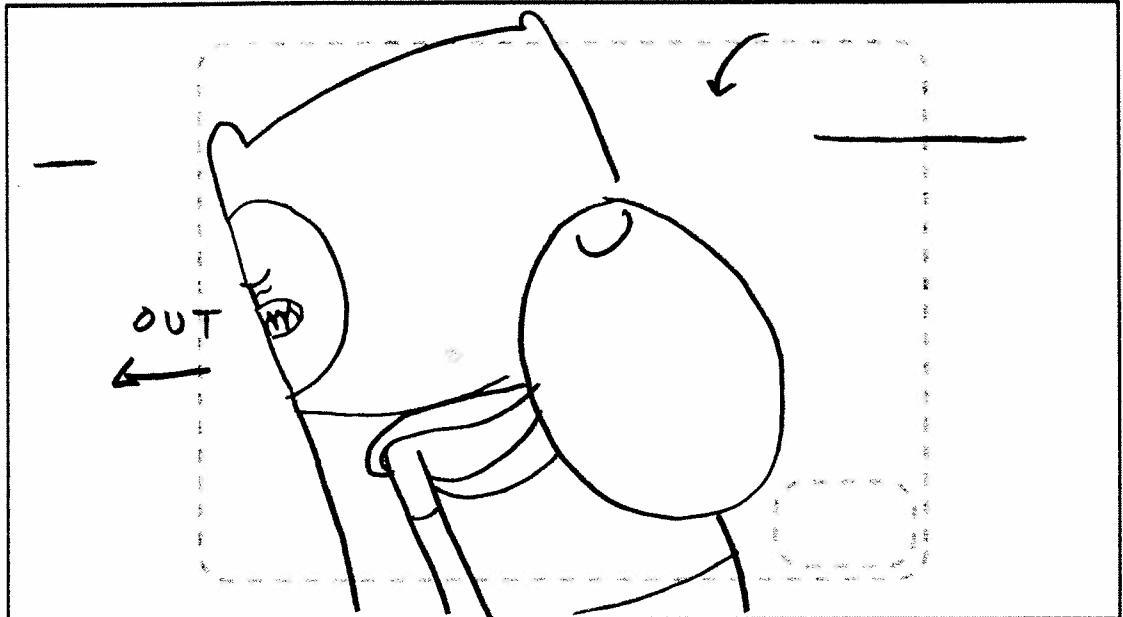
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Finn Yes...

Action:

TURNs AWAY

WALKS OUT

Timing:

EPISODE #

Production :

# ADVENTURE TIME



Page 71

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Sc.

Pnl.

Bg.

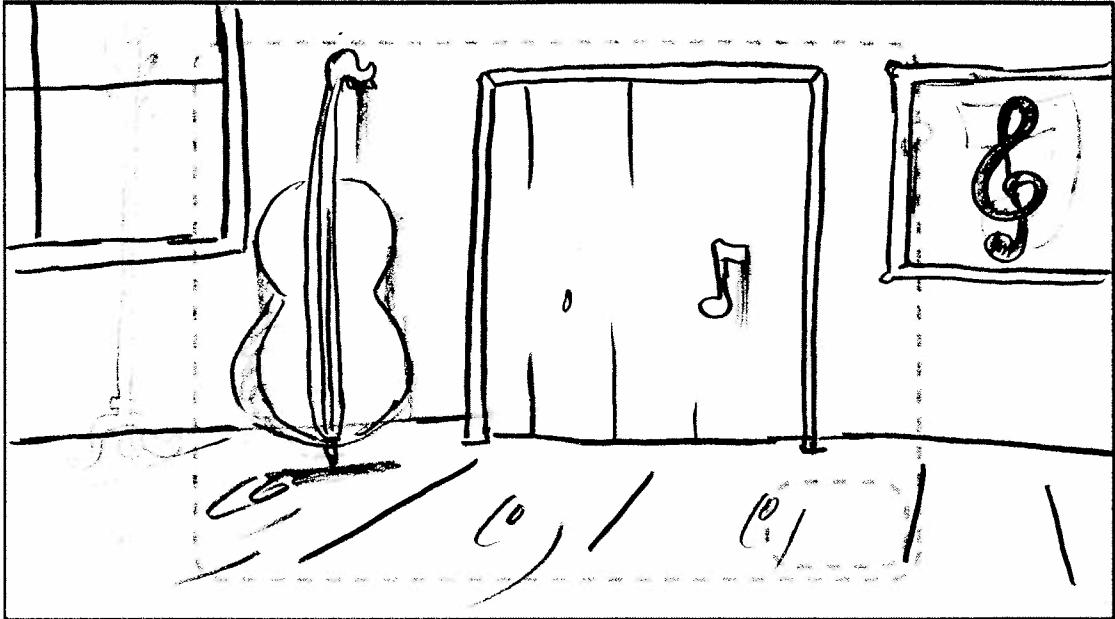
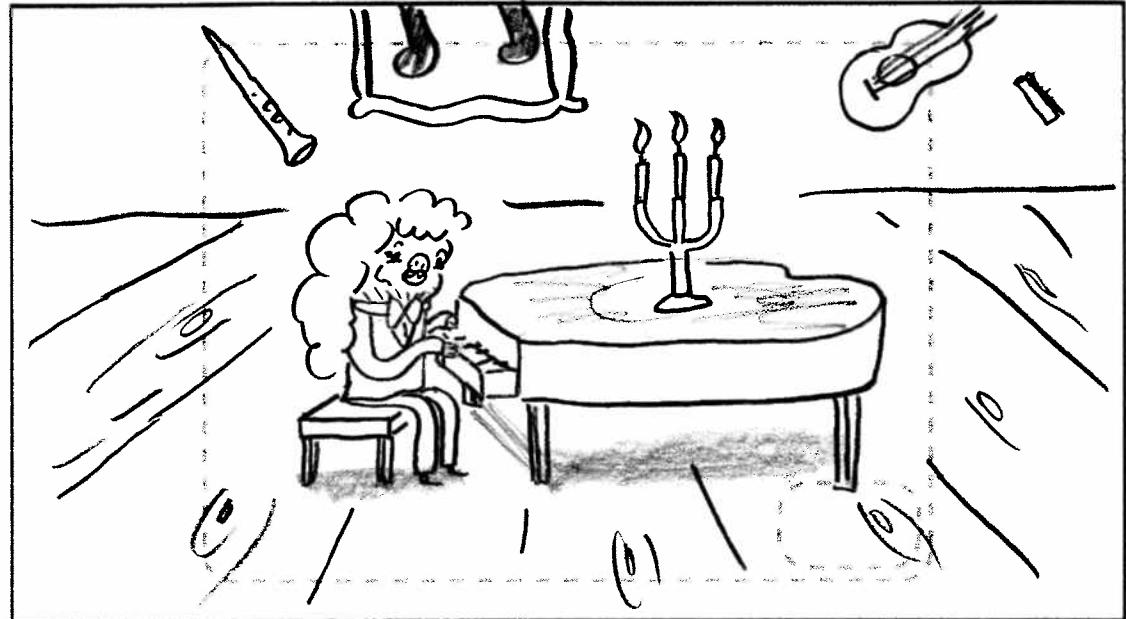
day night

Sc.

Pnl.

Bg.

day night



EPISODE #

Dialog:

Action:



B. HE'S PLAYIN PIANO STACCATO,  
BIT POORLY

Timing:

Production :

# ADVENTURE TIME



Page 72

Sc.

Pnl.

Bg.

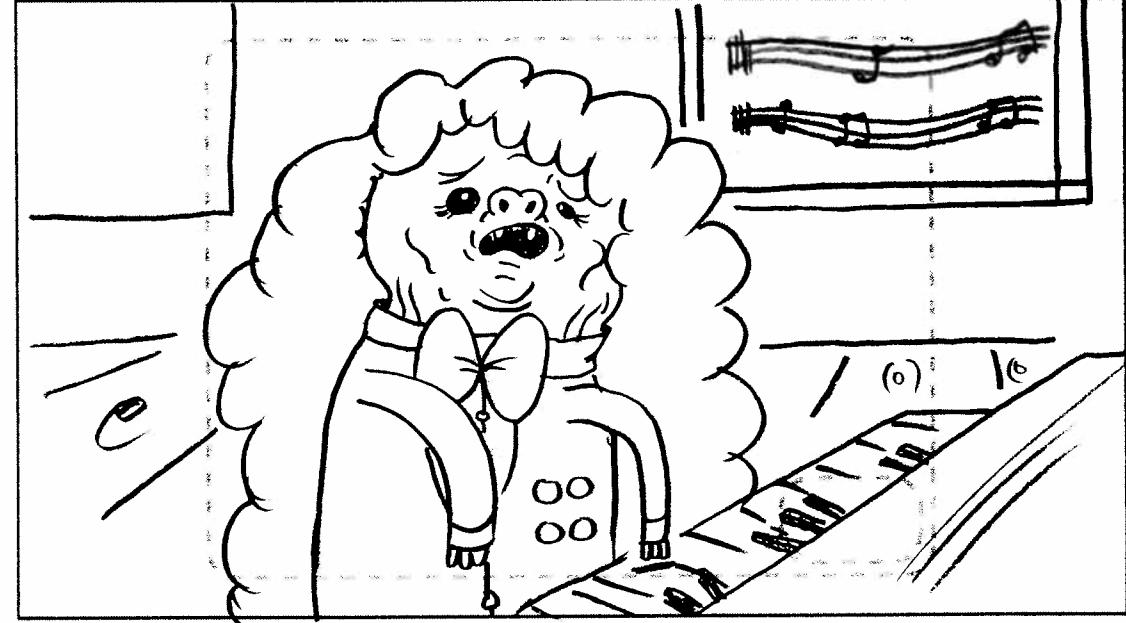
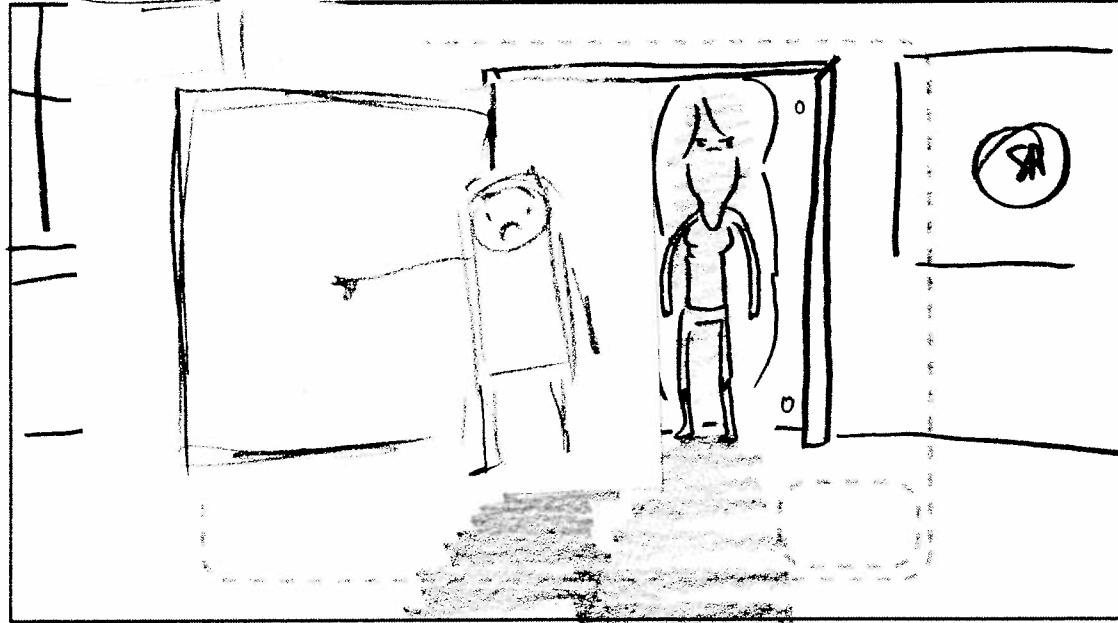
day night

Sc.

Pnl.

Bg.

day night



EPISODE #

Dialog:

EBERHARDT: AH!

SCF: THUNK!

Action:

Timing:

Production :

# ADVENTURE TIME



Page 73

Sc.

Pnl.

1

Bg.

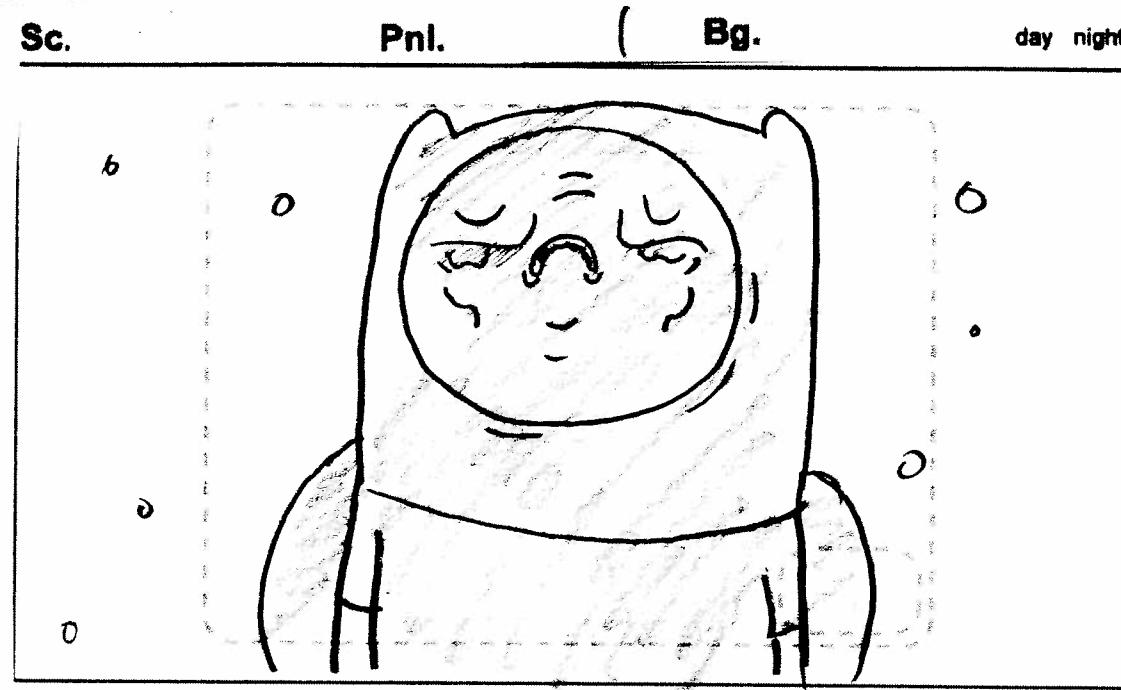
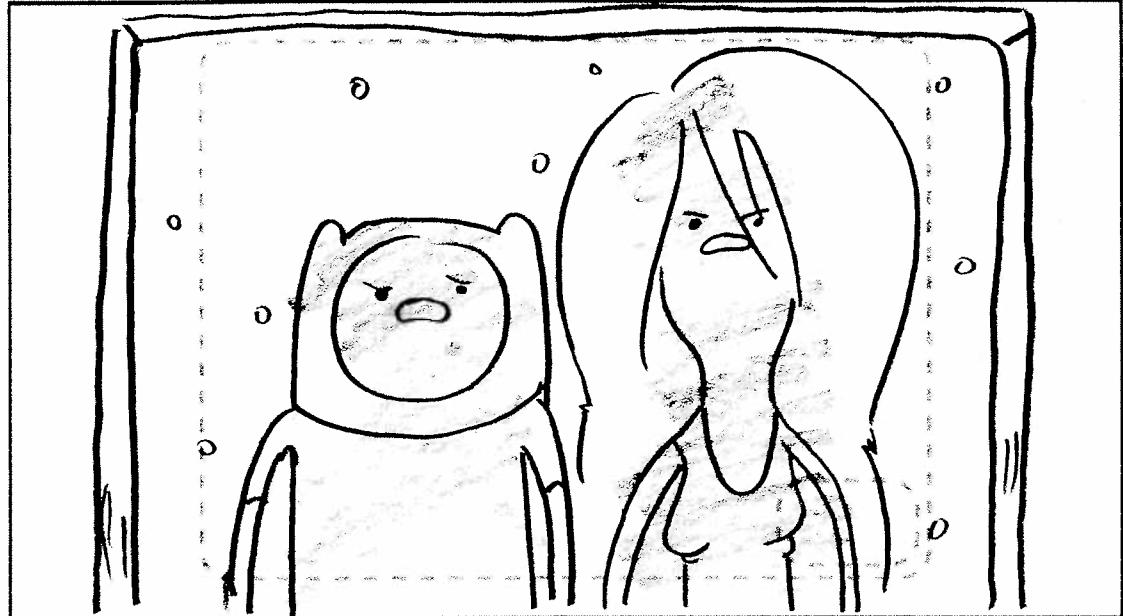
day night

Sc.

Pnl.

Bg.

day night



Dialog:

(m) HOLD him DOWN.

(UNCOMFORTABLE SIGH)

Action:

Timing:

EPISODE #

Production :

# ADVENTURE TIME



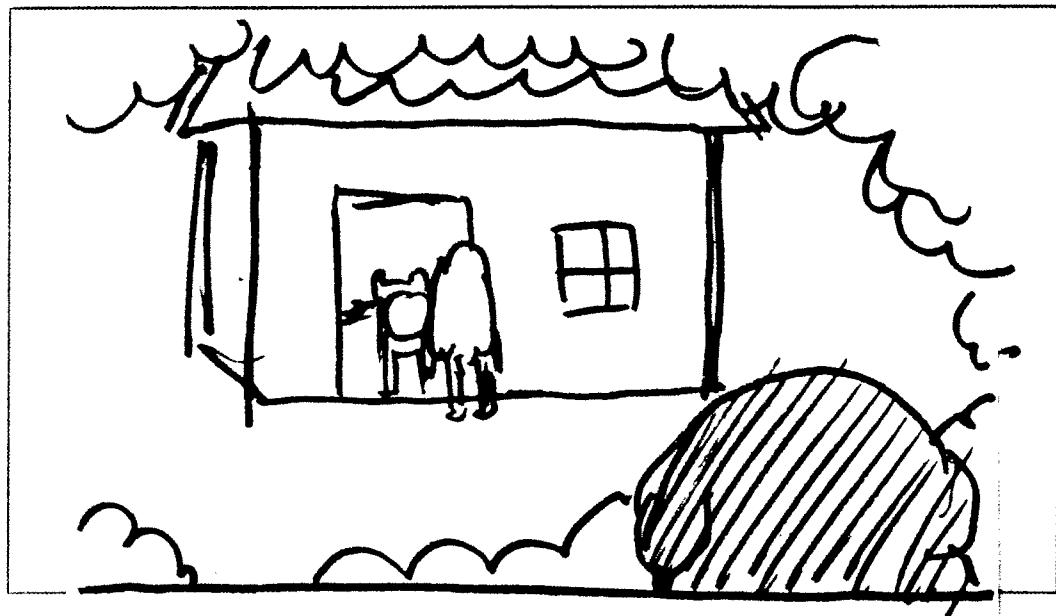
Page 74

Sc.

Pnl.

Bg.

day night

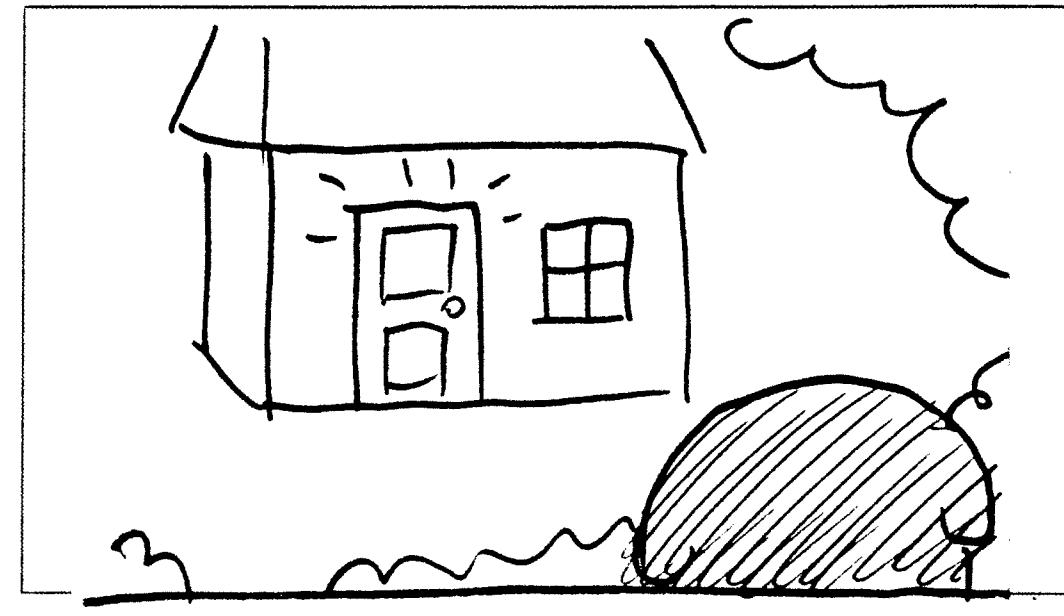


Sc.

Pnl.

Bg.

day night



**Dialc**

## Actic

**Timing:**

(M closes door)

Production:

EPISODE 3

260 This makes it the property of The Central Bank. One is compelled to admit that the Central Bank has a function, dependent on its power to produce and destroy, and many more, as well as those mentioned

# ADVENTURE TIME



Page 75

Sc.	Pnl.	Bg.	day night	Sc.	Pnl.	Bg.	day night
Dial							
Action							
Timing:							

EPISODE #

Production

# ADVENTURE TIME



Page 7

Sc.

Pnl.

Bg.

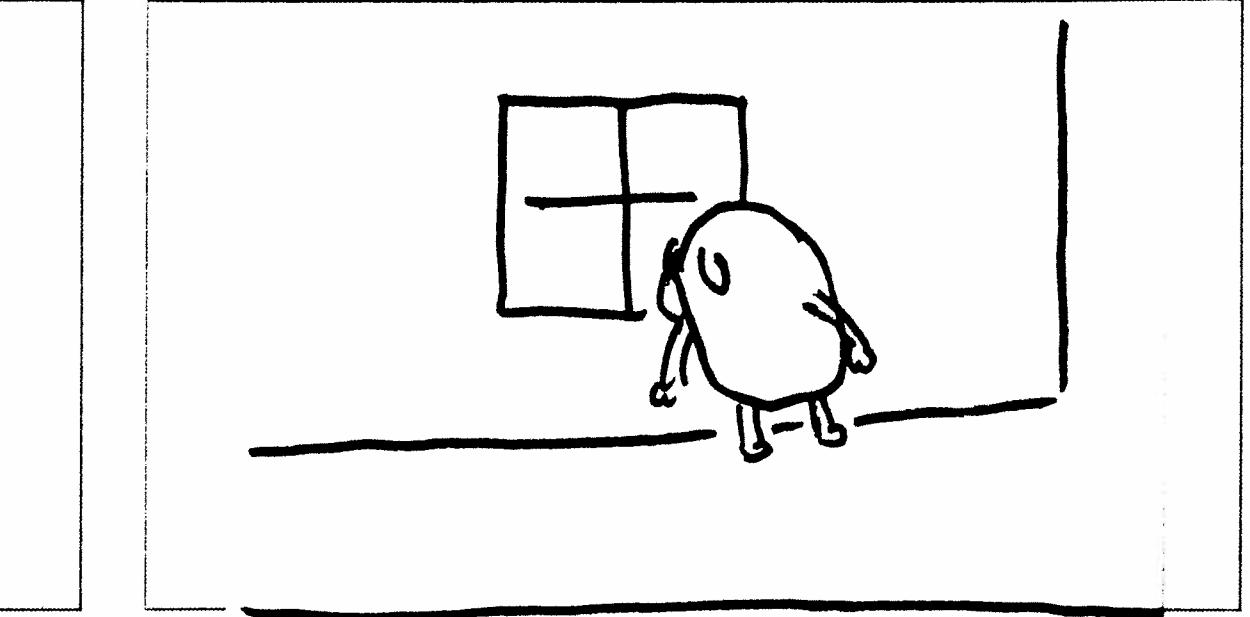
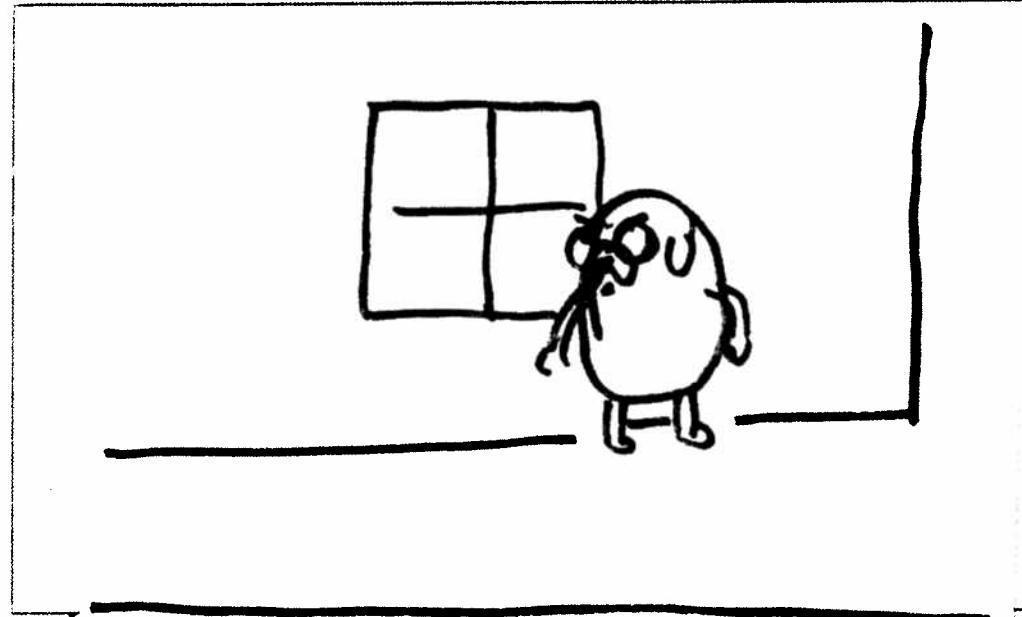
day night

Sc.

Pnl.

Bg.

day night



Dialo

Actic

Timing:

EPISODE #

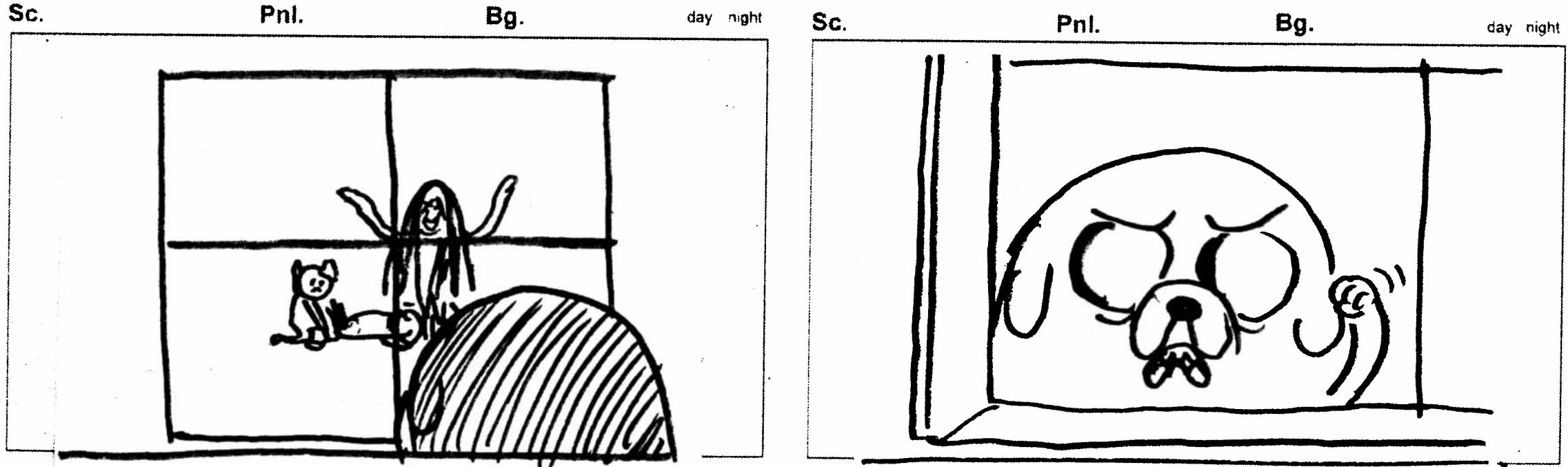
Production :

# ADVENTURE TIME



Page 77

77



Dialog

J (Gasp!)

M: Are you enjoying this Finn?

F: No, Marceline.

M: What do you enjoy?

F: Being nice... not doing bad things.

J: Urghh...

Action

Timing

EPISODE #

Production:

# ADVENTURE TIME



Page 78

EPISODE #

Production #

Sc.

Pnl.

Bg.

day night

Sc.

Pnl.

Bg.

day night



~~Don't you worry Finn...~~

J: I'll get you  
outta there  
dude . .

J: I've got a  
perfect plan . .

Di

Ac

Timing:

# ADVENTURE TIME



Page 79

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# ADVENTURE TIME



Page 80

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Sc.

Pnl.

Bg.

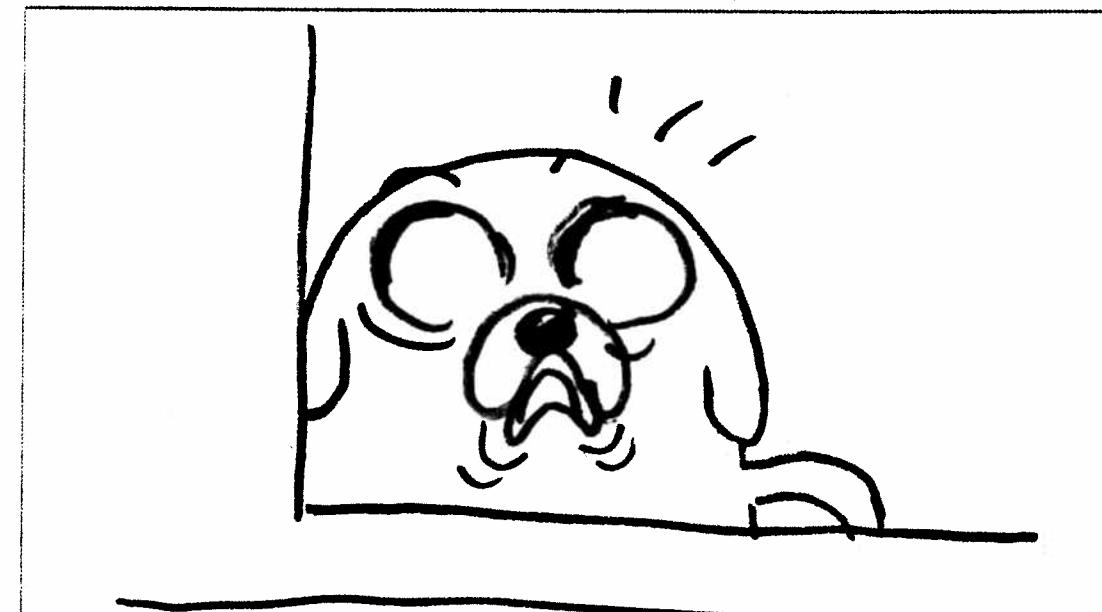
day night

Sc.

Pnl.

Bg.

day night



Dialog:

M: HISS!!

J: AH!

Action:

Timing:

EPISODE #

Production :

# ADVENTURE TIME



Page 81

Sc.

Pnl.

Bg.

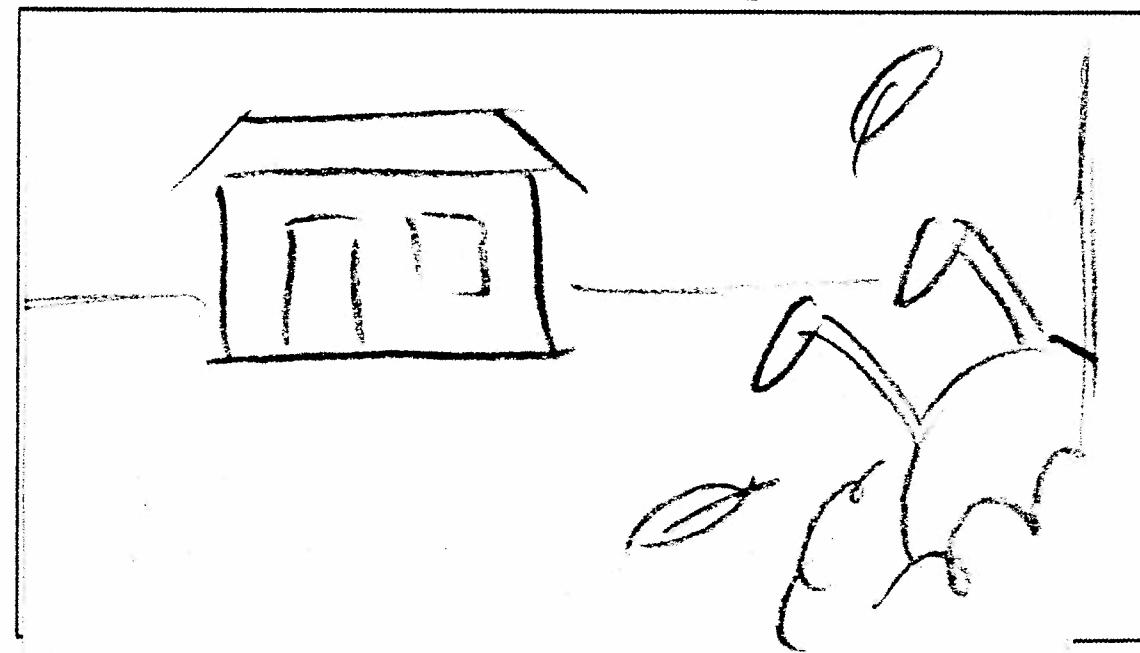
day night

Sc.

Pnl.

Bg.

day night



J- I'M NOT RUNNING AWAY  
Finn

J THIS IS JUST PART  
OF MY PLAN

Timing:

EPISODE #

Production :

# ADVENTURE TIME



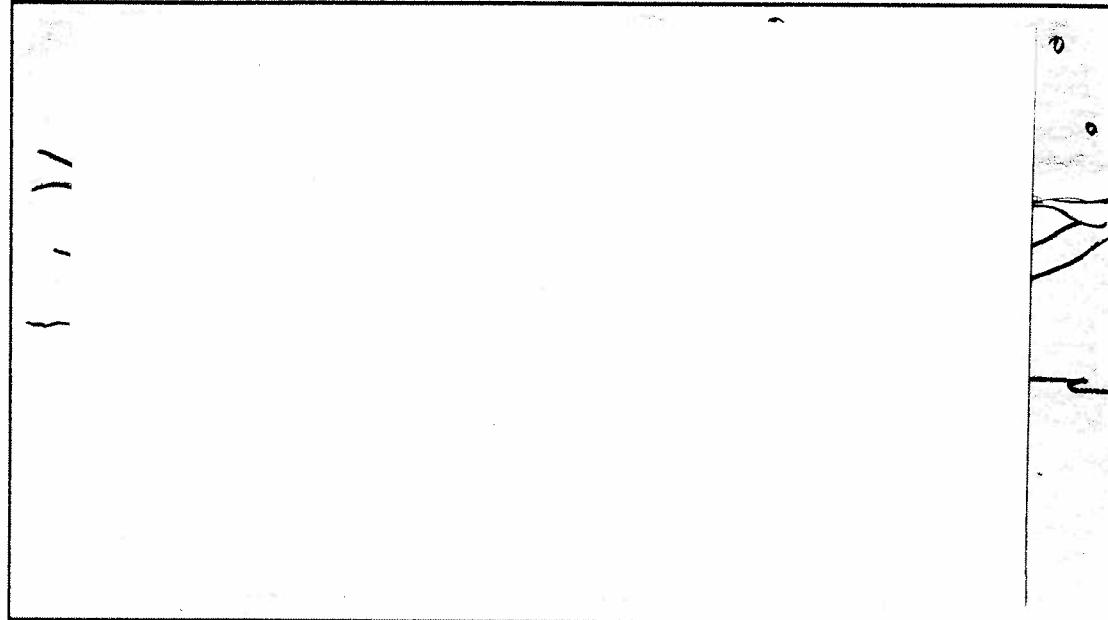
Page 82

Sc.

Pnl.

Bg.

day night



Sc.

Pnl.

Bg.

day night



Dialog:

(J)

1

Al

FOR YOU!

READY

(E)

PLEASE YOUNG BOY,  
LET ME GO.

Action:

Timing:

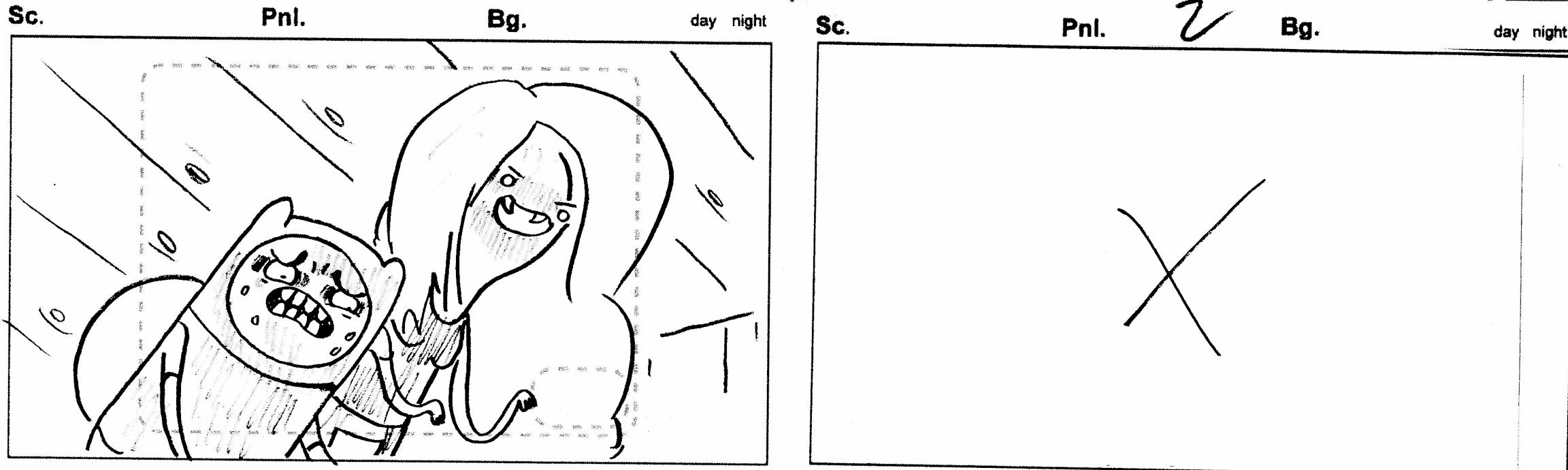
EPISODE #

Production :

# ADVENTURE TIME



Page 83



Dialog:

(F) I'M SORRY SIR- I'M  
BOUND BY MY CODE OF  
HONOR TO DO WHAT SHE SAYS

Action:

Timing:

EPISODE #

Production :

# ADVENTURE TIME



Page 84

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Sc.

Pnl.

Bg.

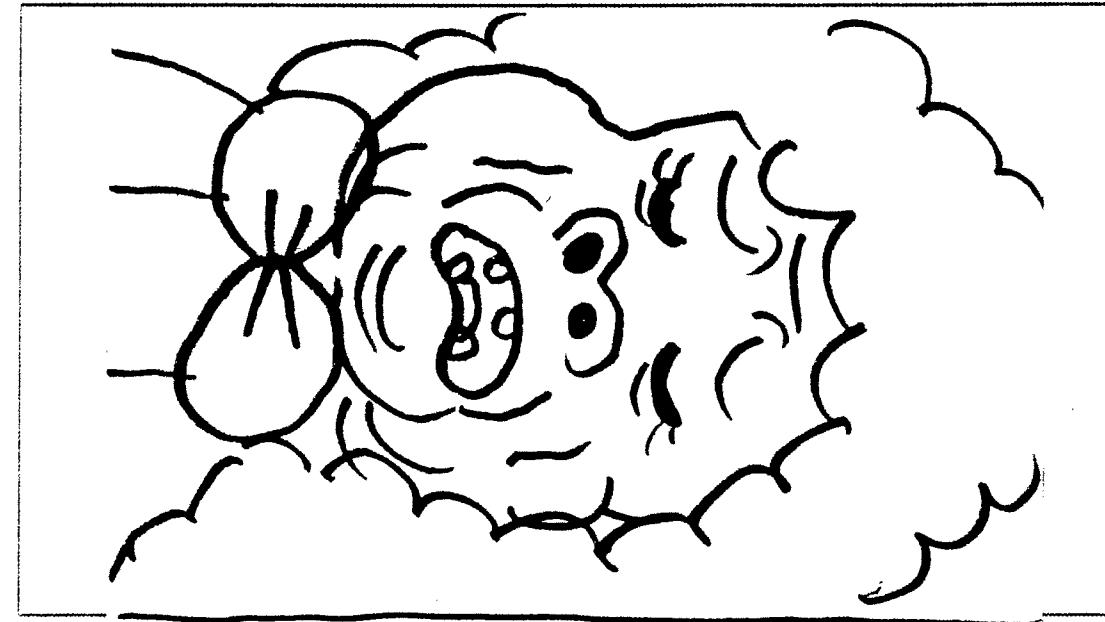
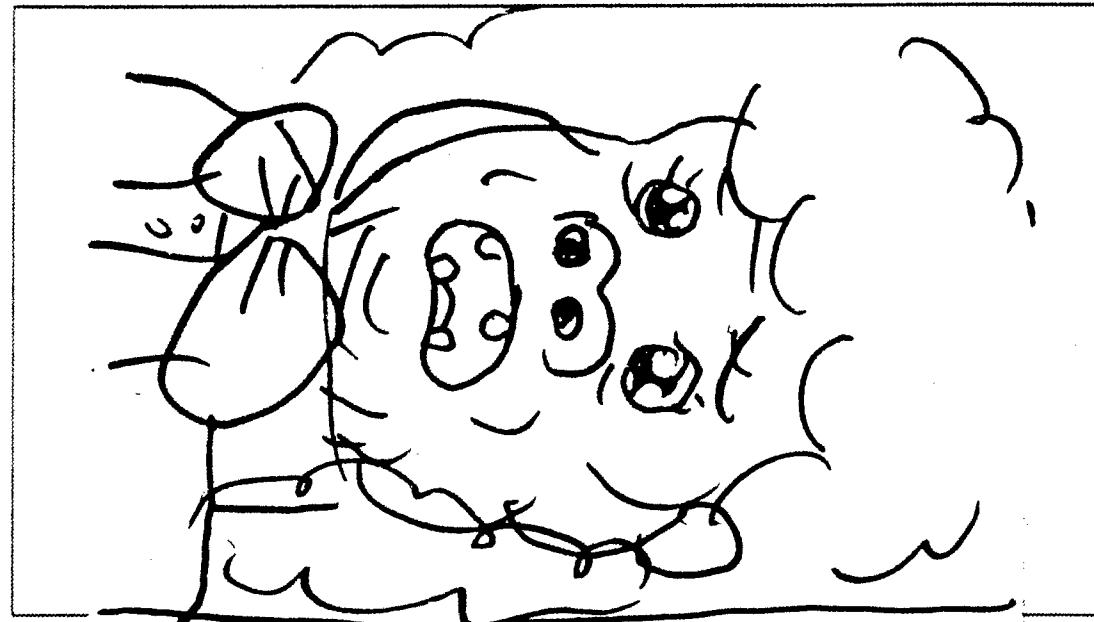
day night

Sc.

Pnl.

Bg.

day night



Dialog

E: I understand son..

E: I was married  
myself once...

Action

Timing:

EPISODE #

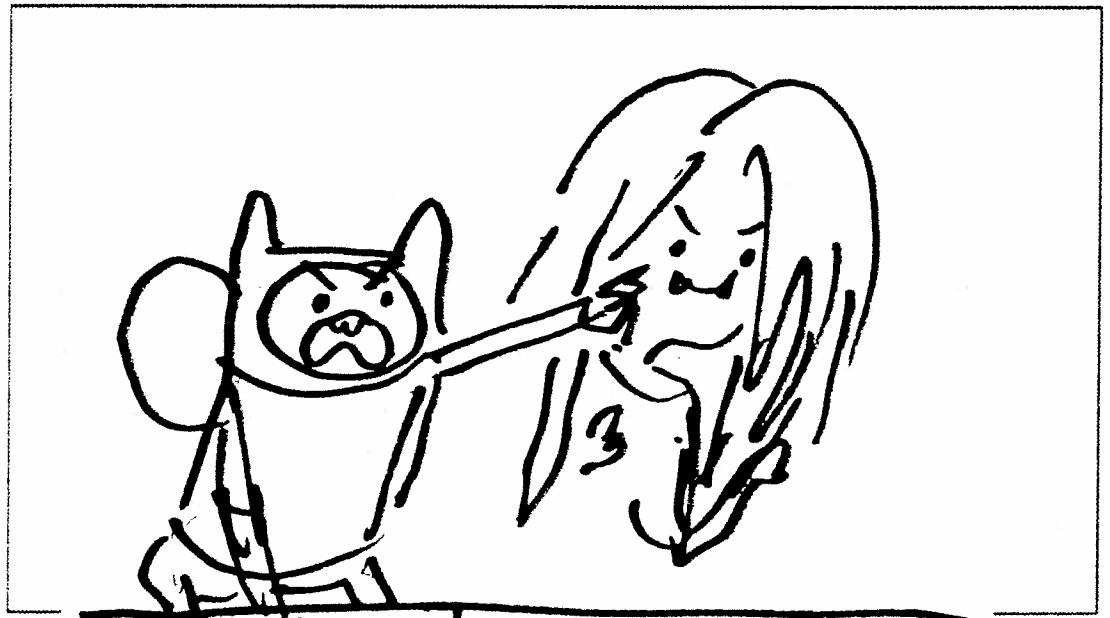
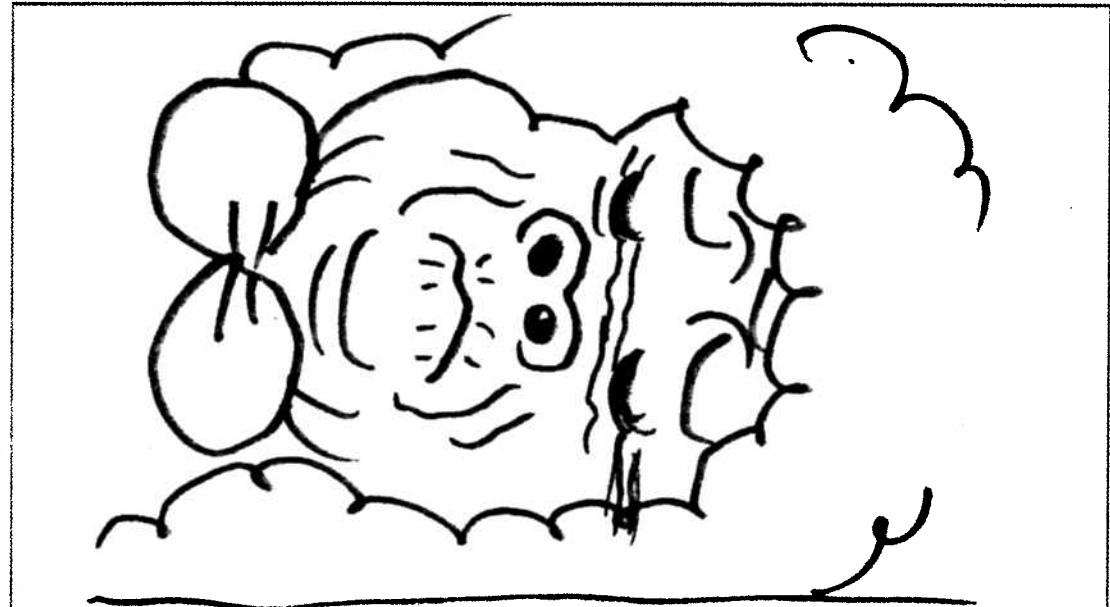
Production :

# ADVENTURE TIME



Page 85

Sc. Pnl. Bg. day night Sc. Pnl. Bg. day night



Dial  
(tear falls)  
Acti  
Timing:

wait wait..  
F: I am not  
married to this  
evil . . .

EPISODE #

Production

# ADVENTURE TIME



Page 86

Sc.

Pnl.

Bg.

day night

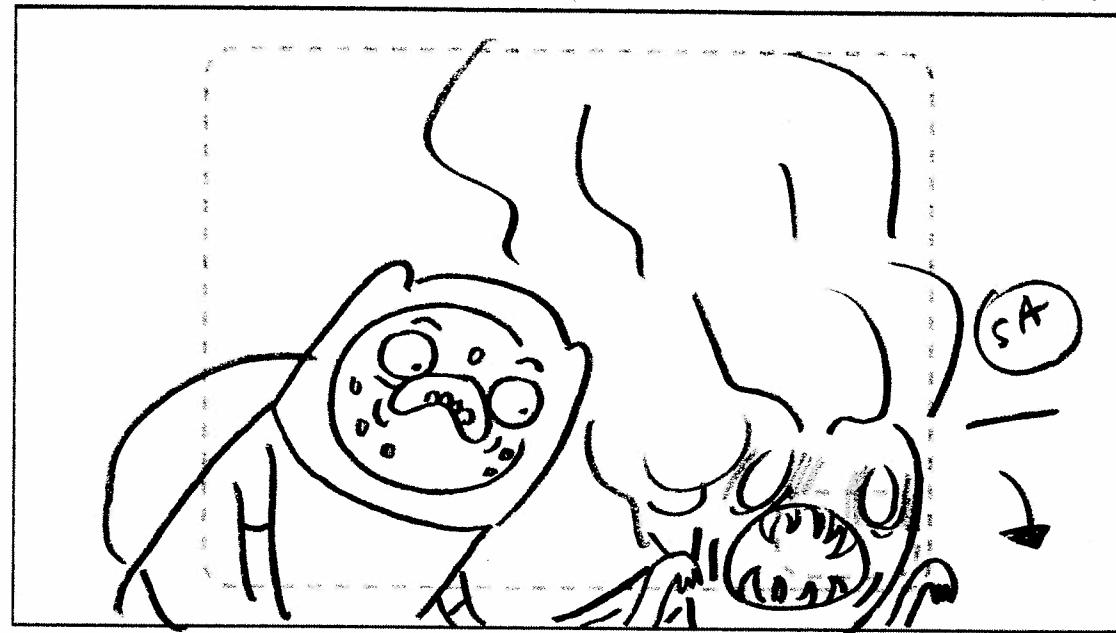
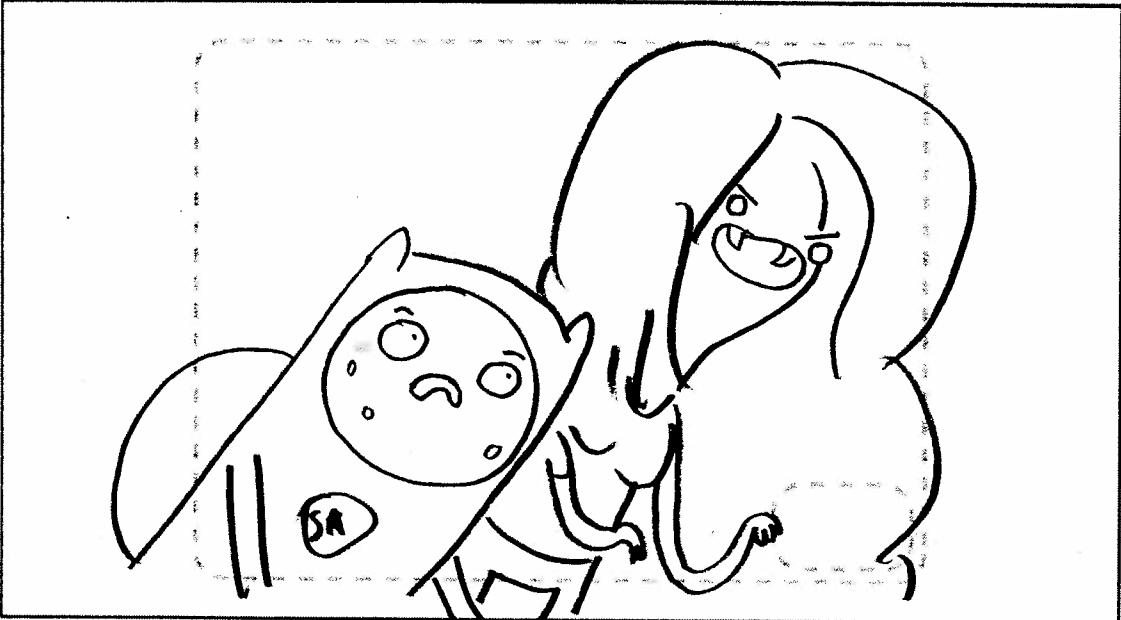
Sc.

Pnl.

4

Bg.

day night



Dialog:

M: AHH - ! enough  
talking !!

Dinner is served !!

Action:

Timing:

?

(M) MOVES QUICK OUT  
OF FRAME

EPISODE #

Production :

# ADVENTURE TIME



Page

87

Sc.

Pnl.

Bg.

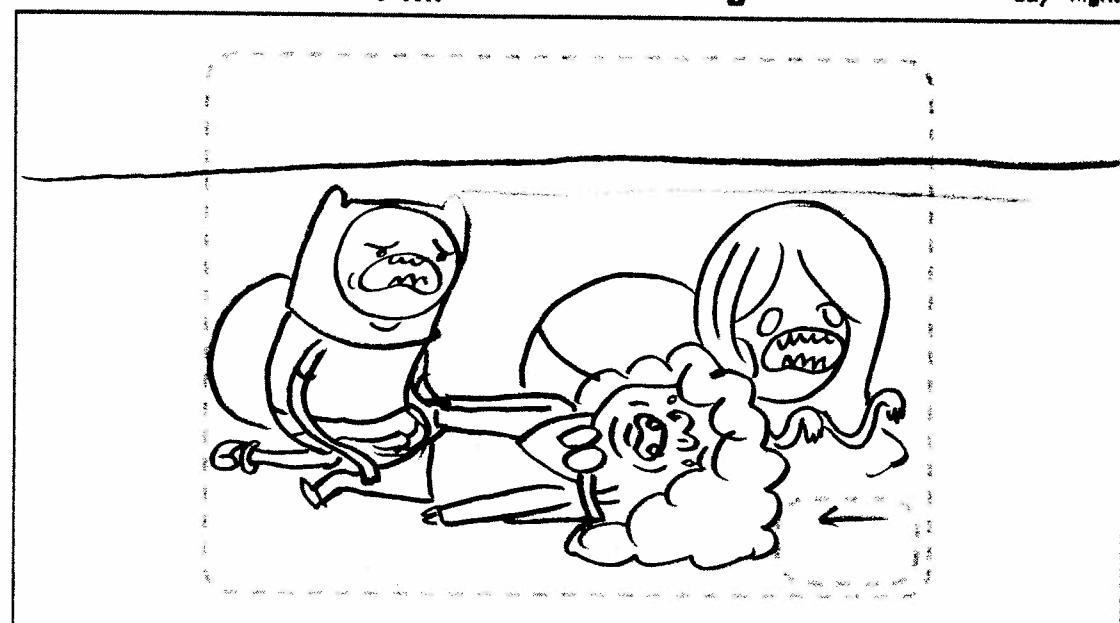
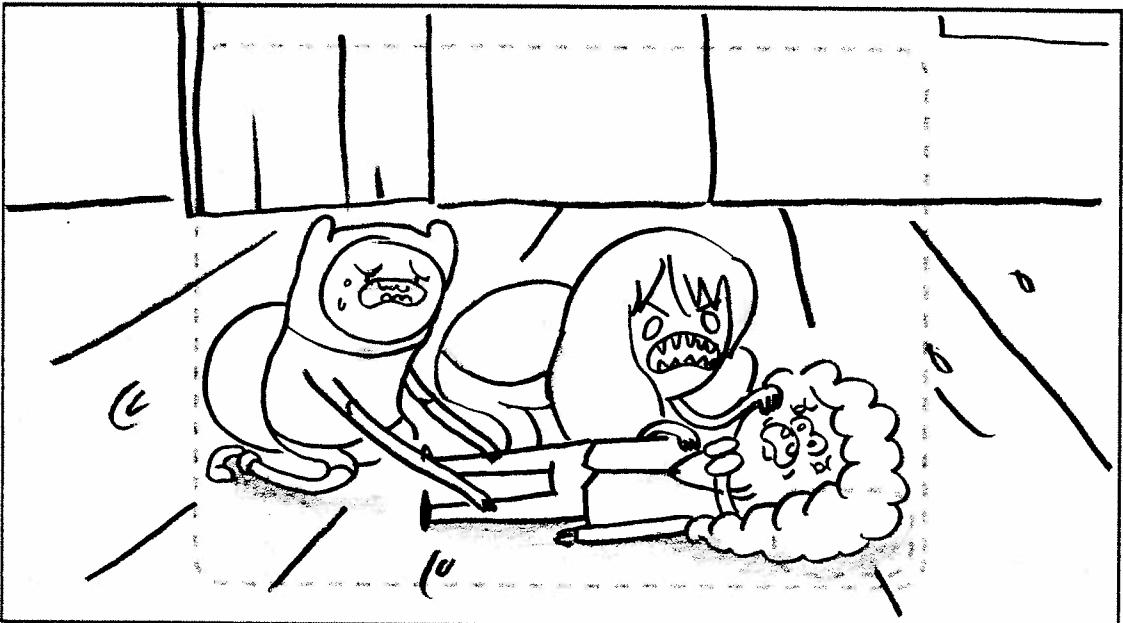
day night

Sc.

Pnl.

Bg.

day night



Dialog:

(F) No!

Action:

SCOOT HIM OUT  
OF WAY ←

Timing:

EPISODE #

Production :

# ADVENTURE TIME



Page 88

Sc.

Pnl.

Bg.

day night

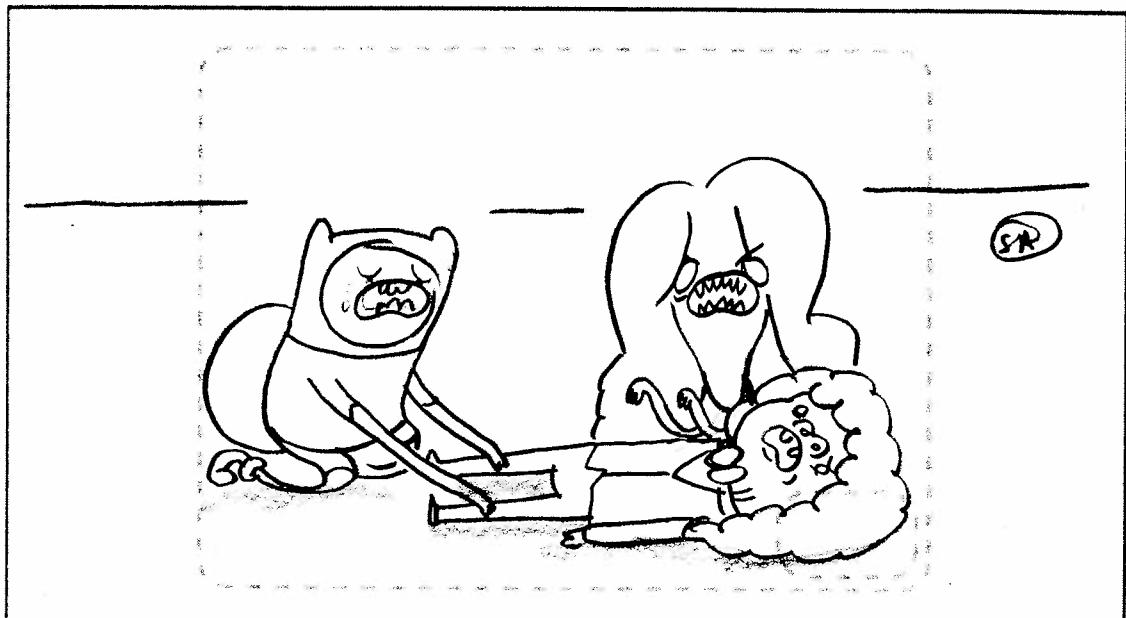
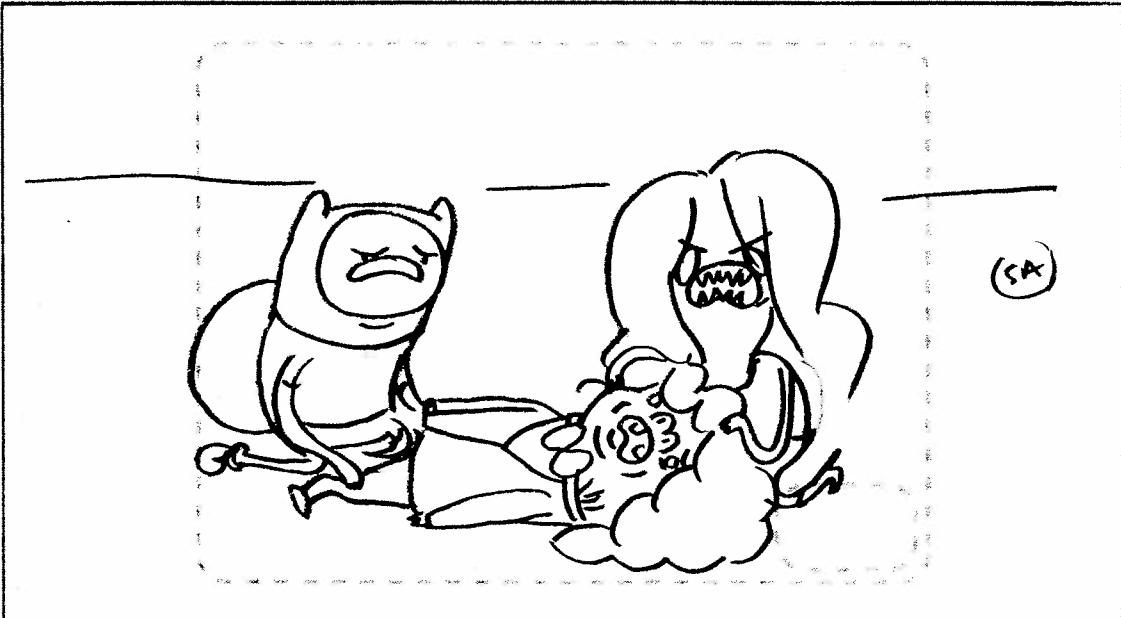
Sc.

Pnl.

4

Bg.

day night



Dialog:

(F) No!

Action:

Timing:

EPISODE #

Production :

# ADVENTURE TIME



Page 89

Sc.

Pnl.

Bg.

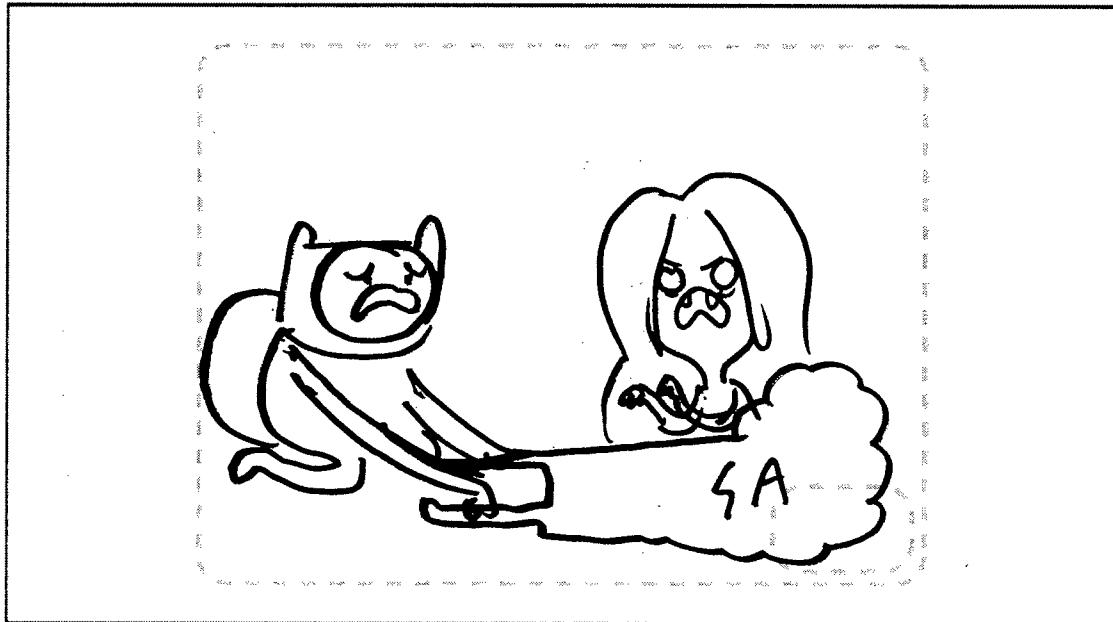
day night

Sc.

Pnl.

Bg.

day night



EPISODE #

Production :

Dialog:

M: How dare you Finn.. M: You're my henchman!!

Action:

Timing:

# ADVENTURE TIME



Page 90

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Sc.

Pnl.

Bg.

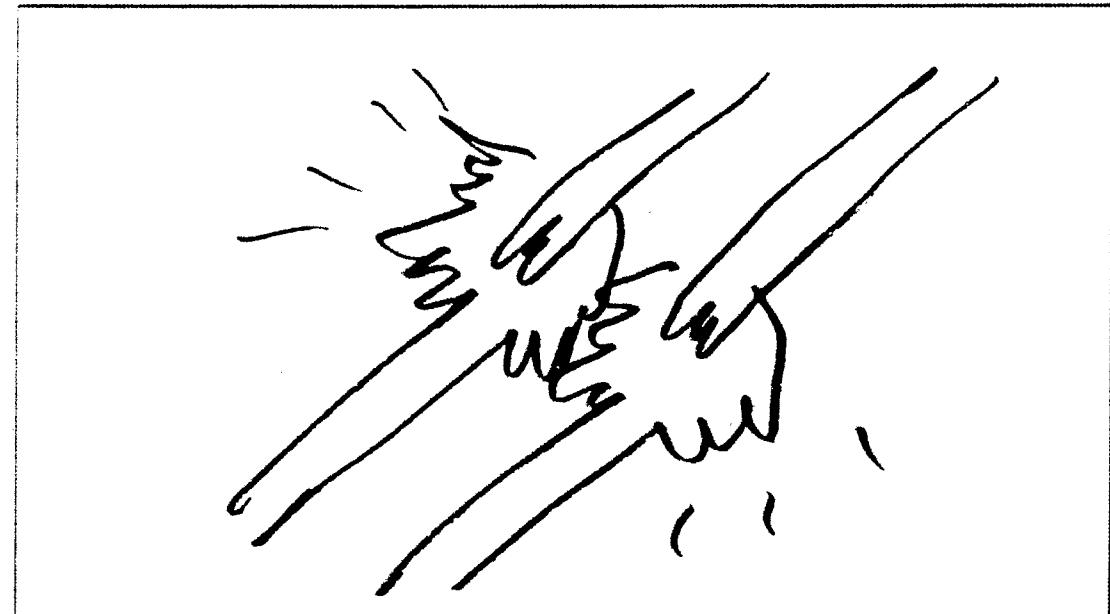
day night

Sc.

Pnl.

Bg.

day night



Dialo

M: I order you  
to let me feed !!

Actio

"PZZ T"

Timing:

EPISODE #

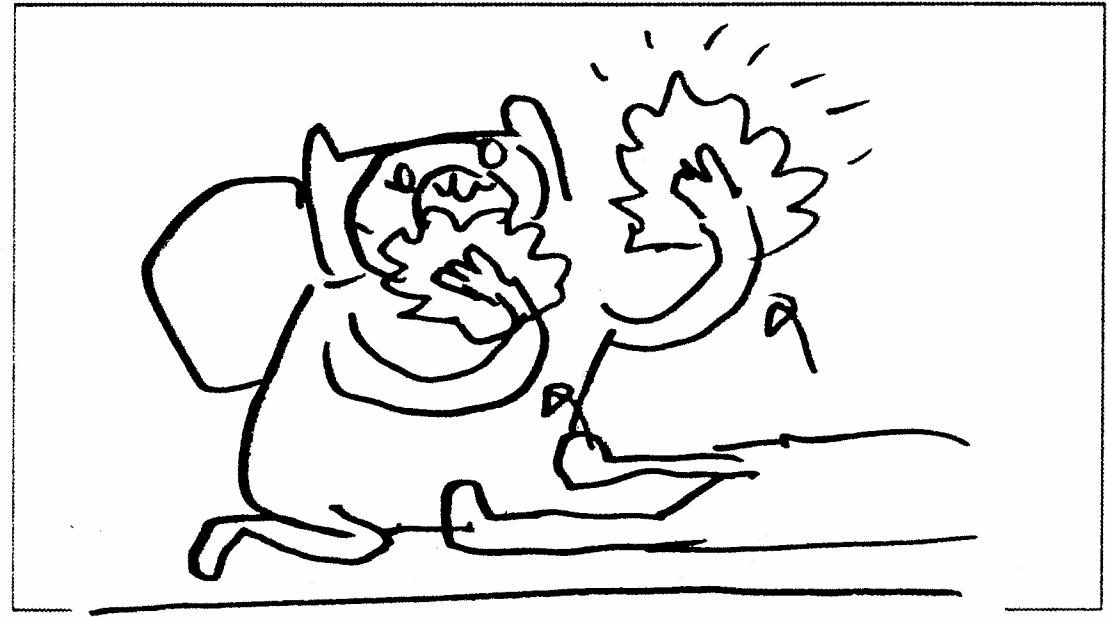
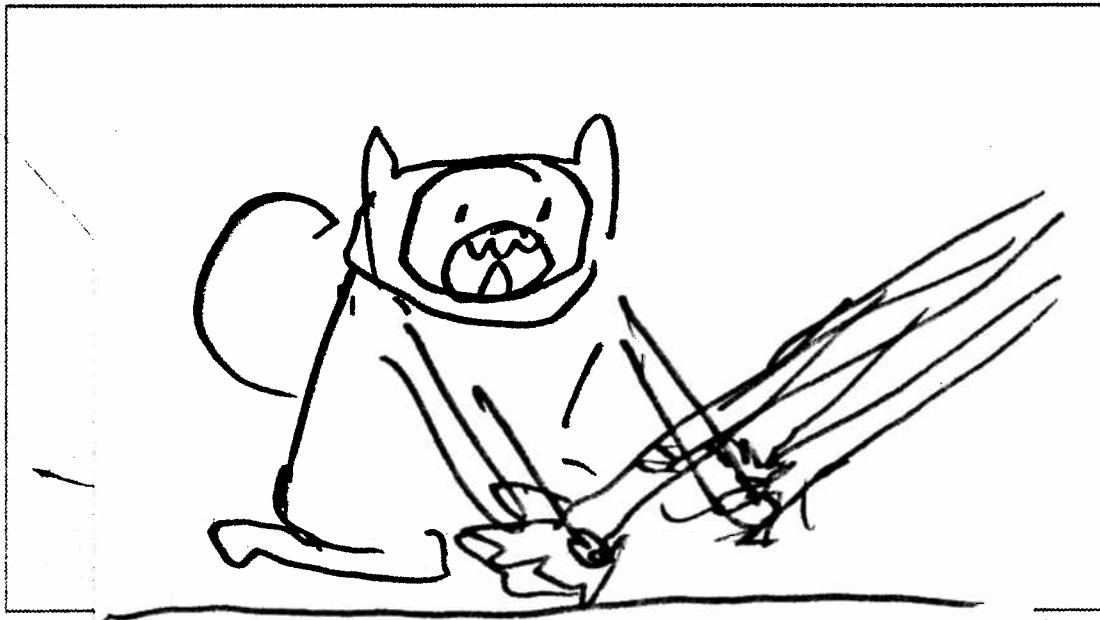
Production :

# ADVENTURE TIME



Page 91

Sc. Pnl. Bg. day night Sc. Pnl. Bg. day night



Dialog

F: AH!

Action:

F: Ughh...  
(Finn's hands slowly rise)

Timing:

EPISODE #

Production :



Page 92

St.

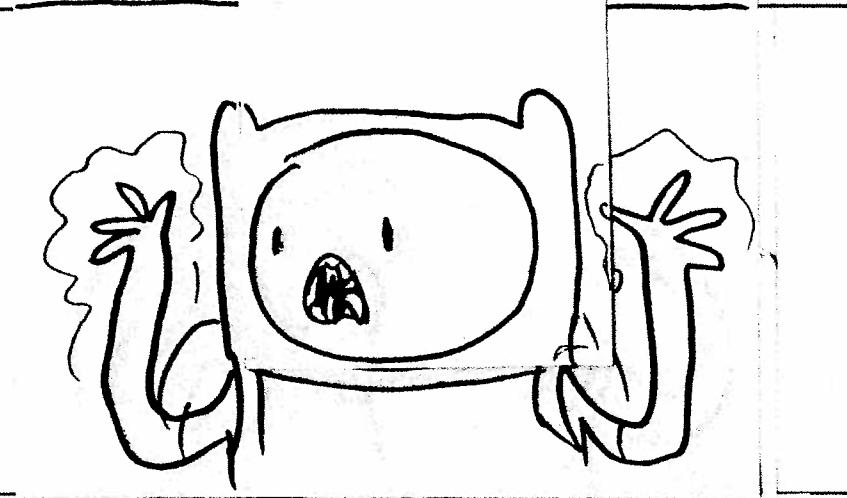
day night

Sc.

Pnl.

Bg.

day night



EPISODE #

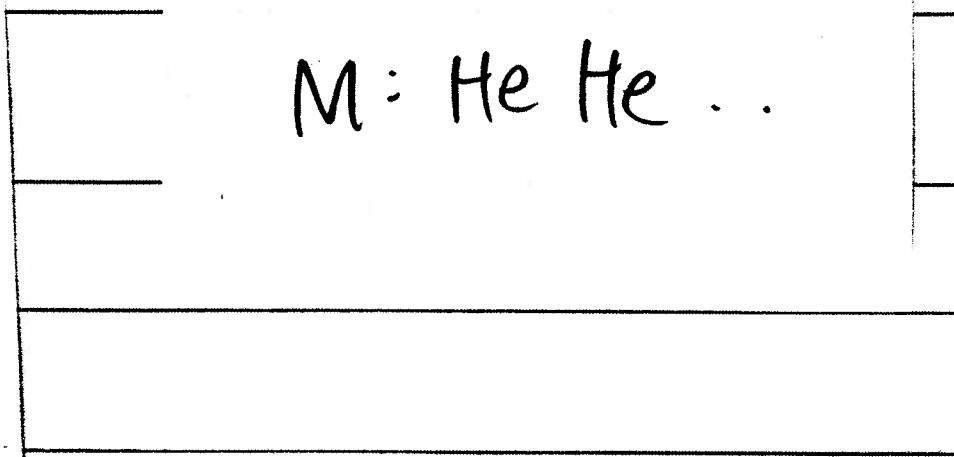
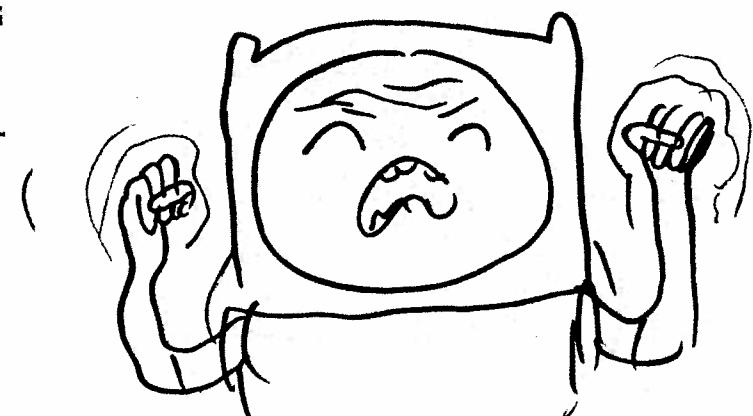
Production :

Di.

F: Sto - p  
it - !

Ad

Timing



Sc.

night

Sc.

Pnl.

Bg.

day night

Page \_\_\_\_\_

# ADVENTURE TIME



Page 93

Sc.

Pnl.

Bg.

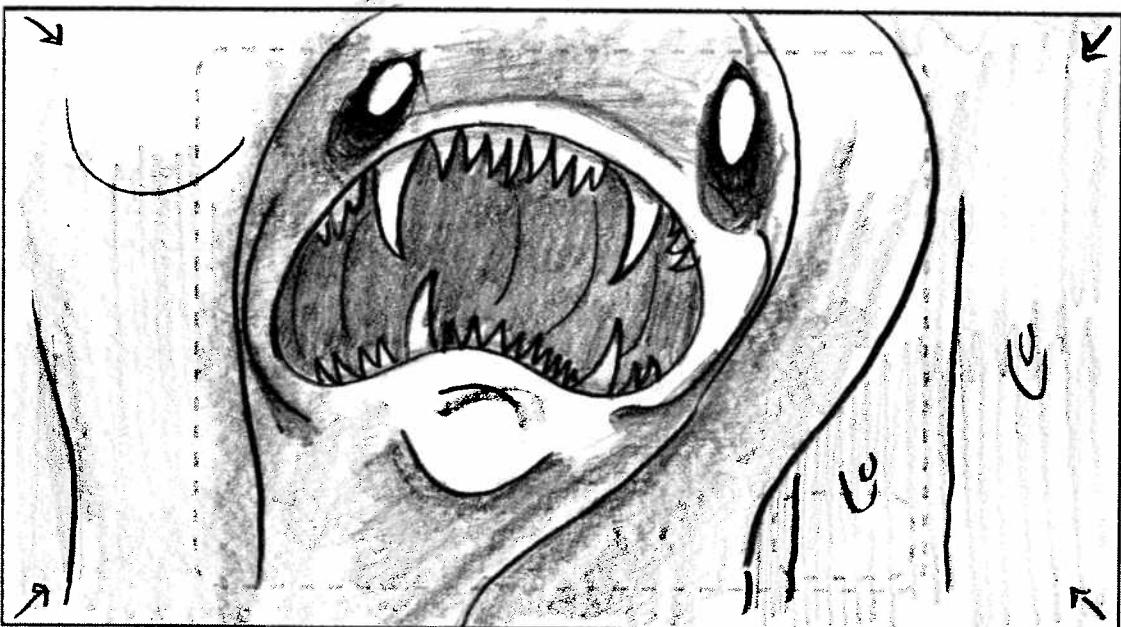
day night

Sc.

Pnl.

Bg.

day night



Dialog:



HISSSS



AHH...

Action:

PUSH IN

Timing:

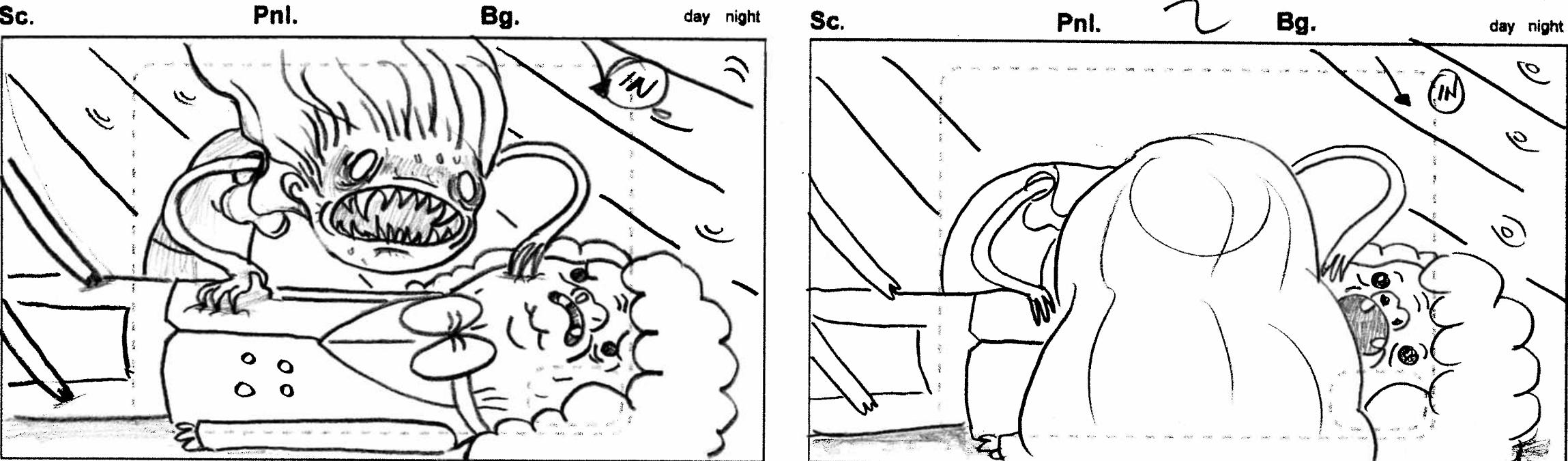
EPISODE #

Production :

# ADVENTURE TIME



Page 94



EPISODE #

Dialog:

(E) AHHA!  
(M) (SFX: BITING & SUCKING)

Action:

(M) flies INTO SHOT

Timing:

Production:

# ADVENTURE TIME



Page 95

Sc.

Pnl.

Bg.

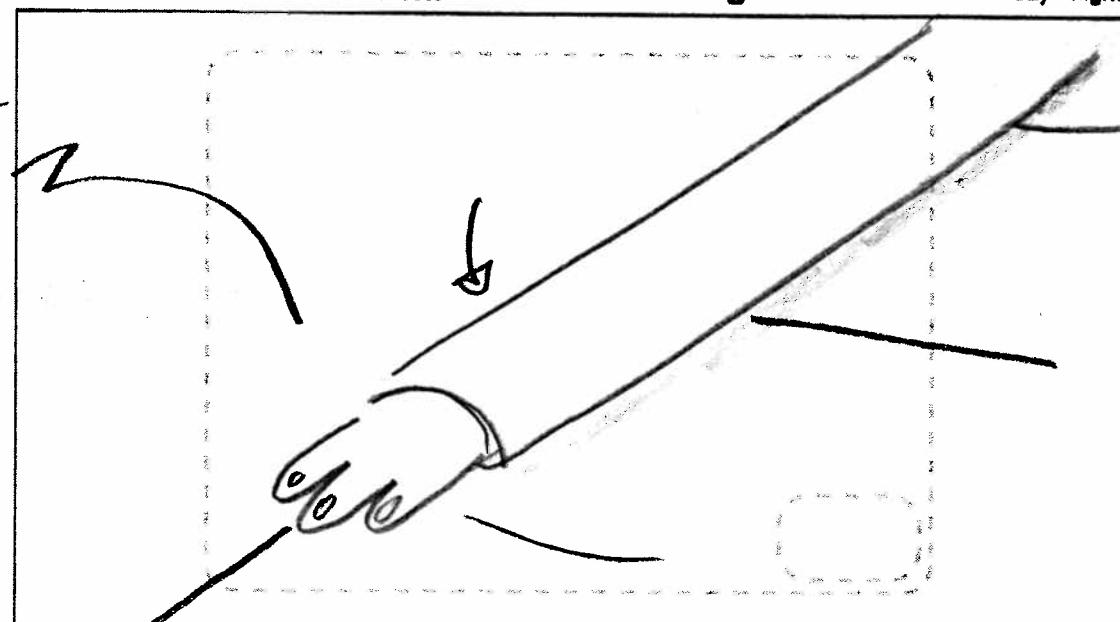
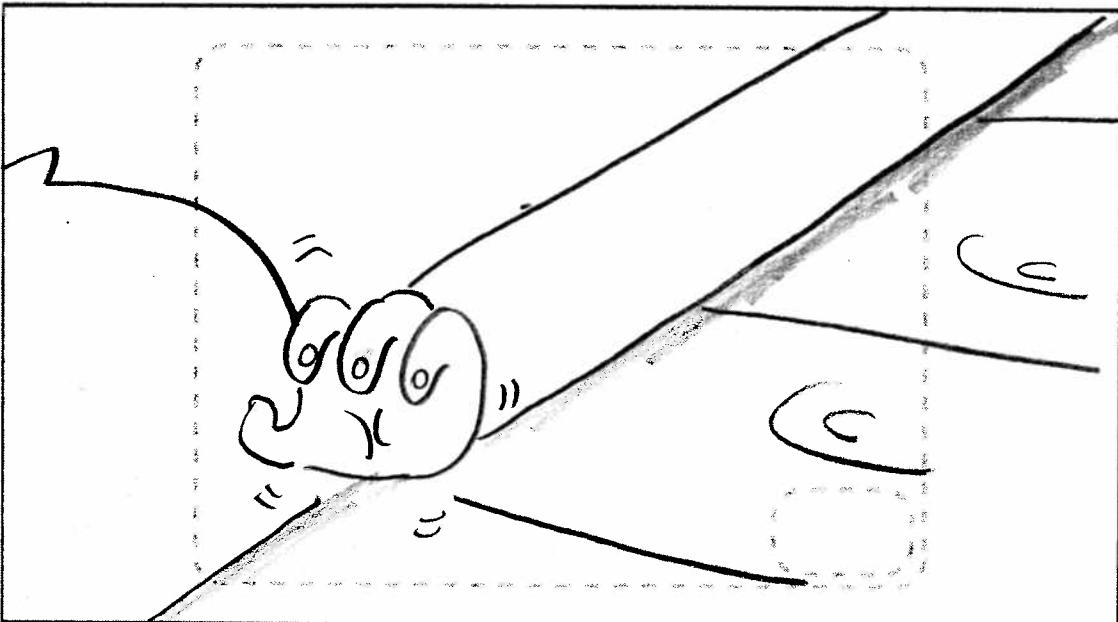
day night

Sc.

Pnl.

Bg.

day night



Dialog:

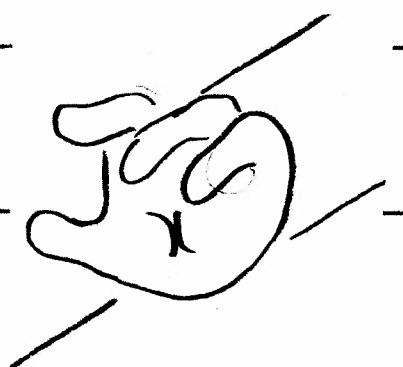
SHIT HUMPH

Action:

HAND & ARM  
SHAKING

TRLEN GOES CAMP.

Timing:



EPISODE #

Production :

# ADVENTURE TIME



96

Page

EPISODE #

Production :

Sc.

Pnl.

Bg.

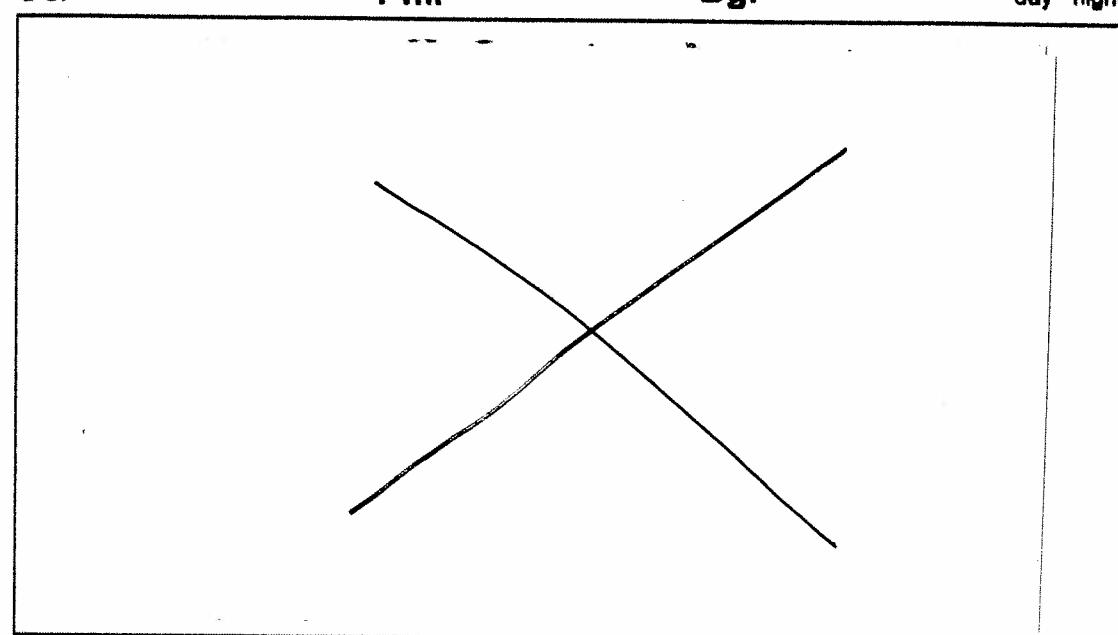
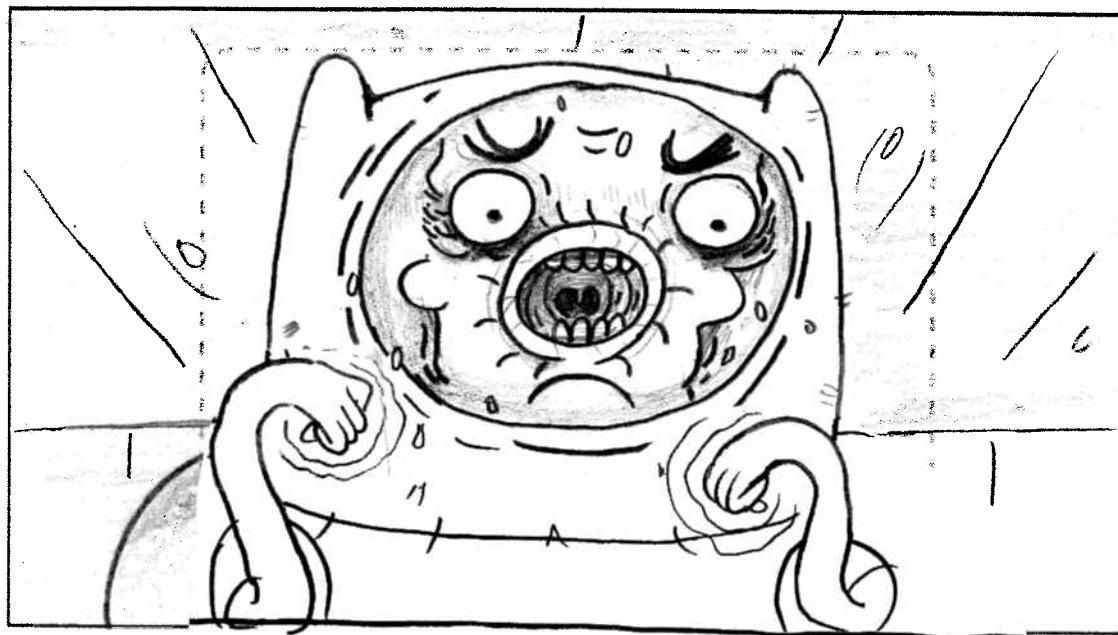
day night

Sc.

Pnl.

Bg.

day night



Dialog:

F Noooo!

Action:

(MAYBE TOO EXTREME)

Timing:

# ADVENTURE TIME



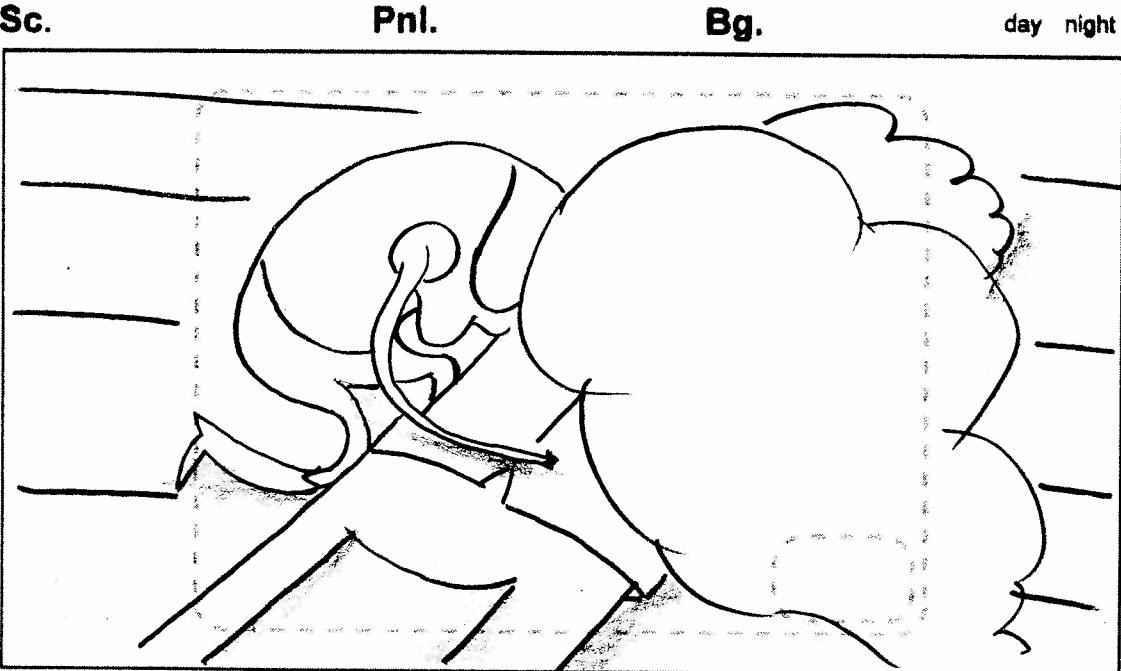
Page 97

Sc.

Pnl.

Bg.

day night

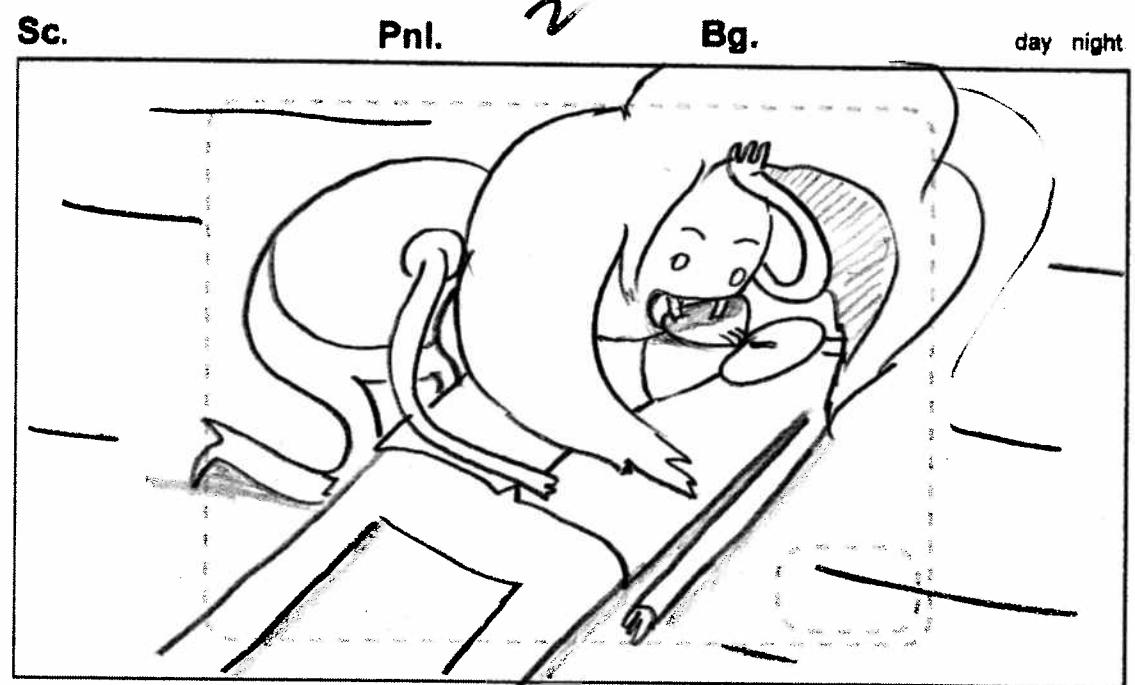


Sc.

Pnl.

Bg.

day night



Dialog:

(M) M M M m . . .

Action:

PUSHES UP HAIR.  
(+) SUCKS RED OUT

Timing:

EPISODE #

Production :

# ADVENTURE TIME



Page 98

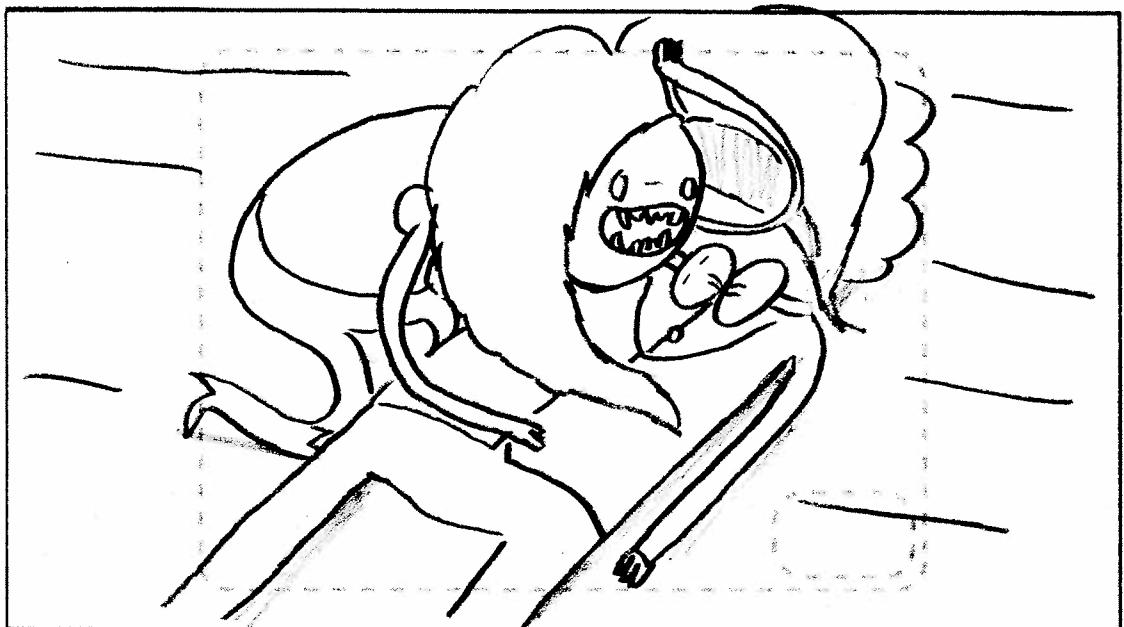
Sc.

Pnl.

3

Bg.

day night



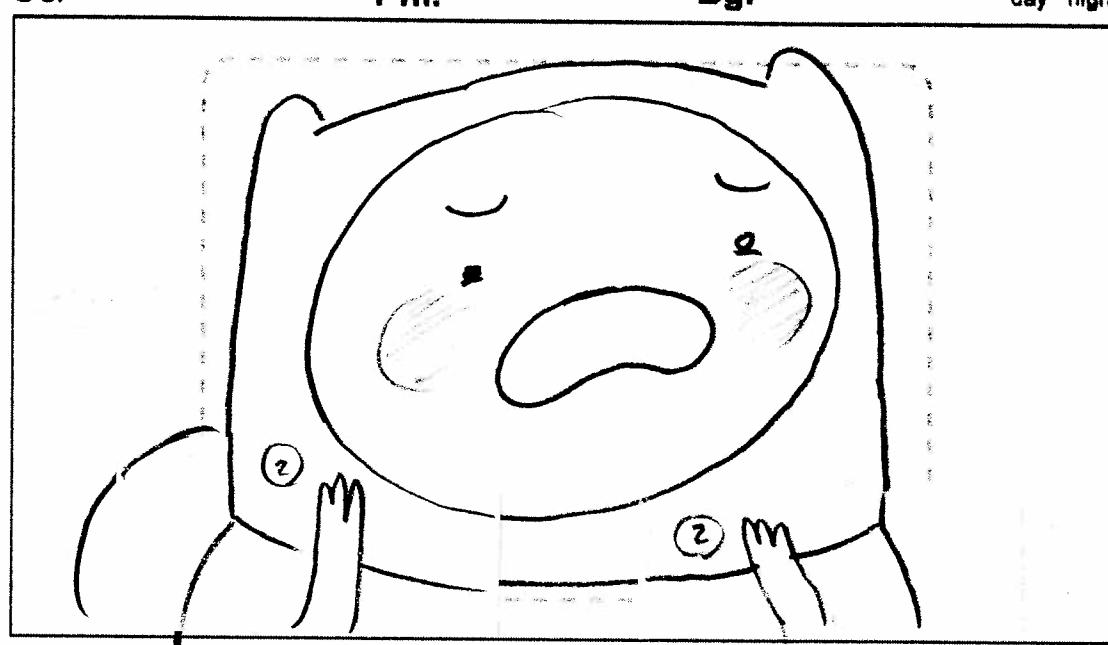
Sc.

Pnl.

1

Bg.

day night

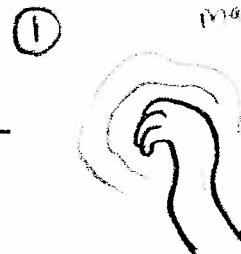
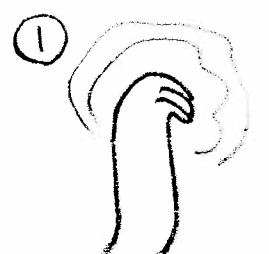


Dialog:

M THAT <sup>Red Bowtie</sup> was DELICIOUS.

F Huh?

Action:



Timing:

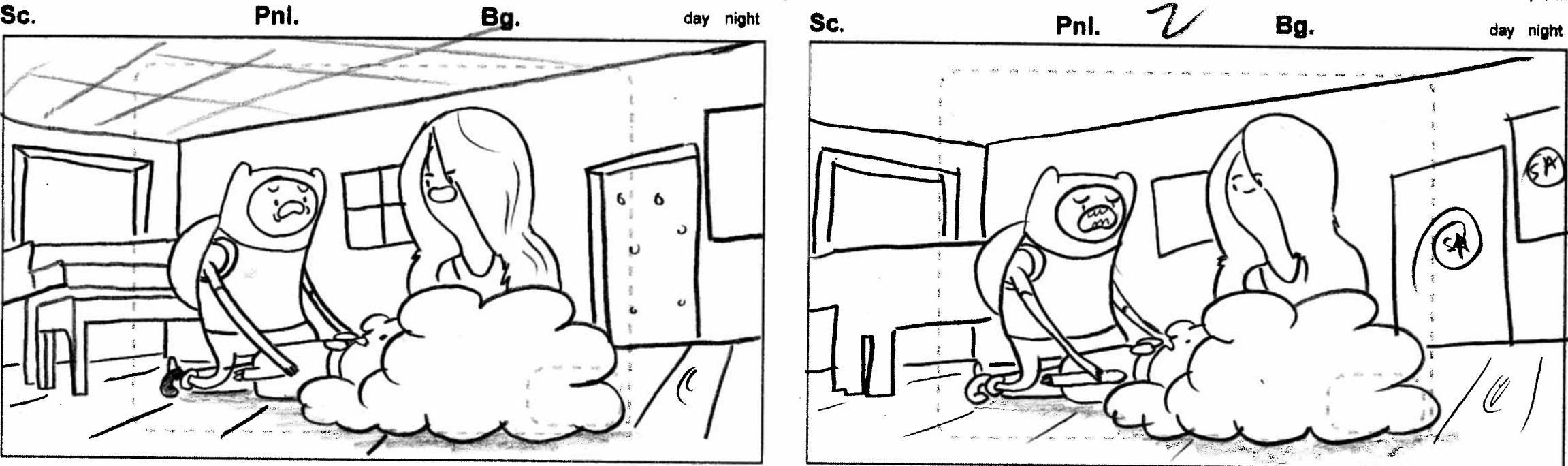
EPISODE #

Production :

# ADVENTURE TIME



Page 99



Dialog:



WHAT'S wrong fin?



I THOUGHT  
I THOUGHT

Action:

Timing:

EPISODE #

Production :

# ADVENTURE TIME



Page 100

Sc.

Pnl.

Bg.

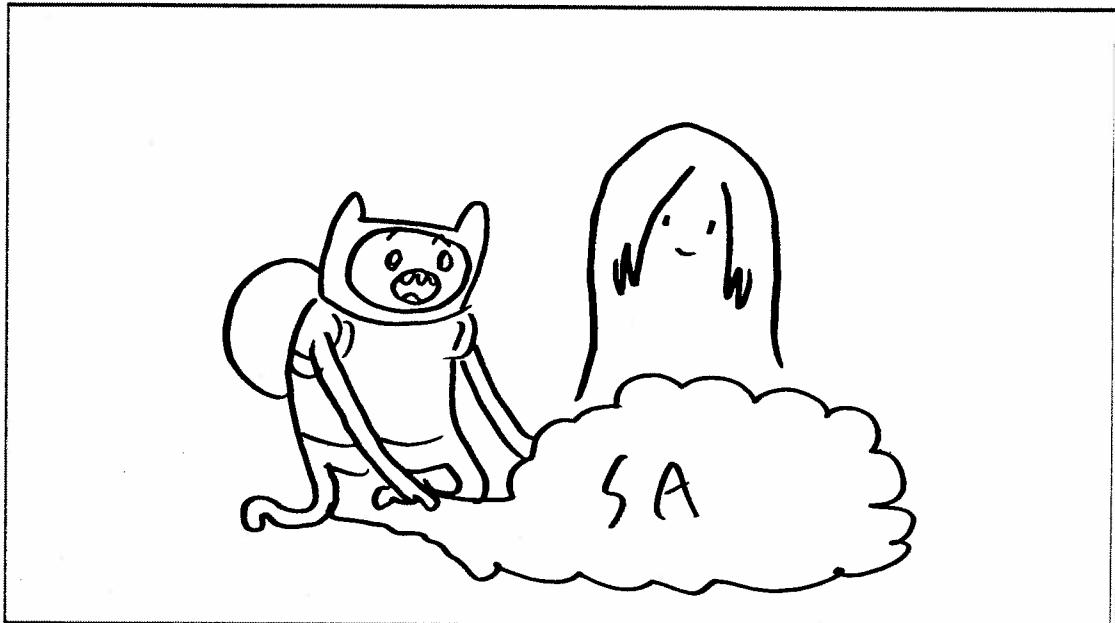
day night

Sc.

Pnl.

Bg.

day night



EPISODE #

Production :

Dialog:

E: (v.o.) Ughh...

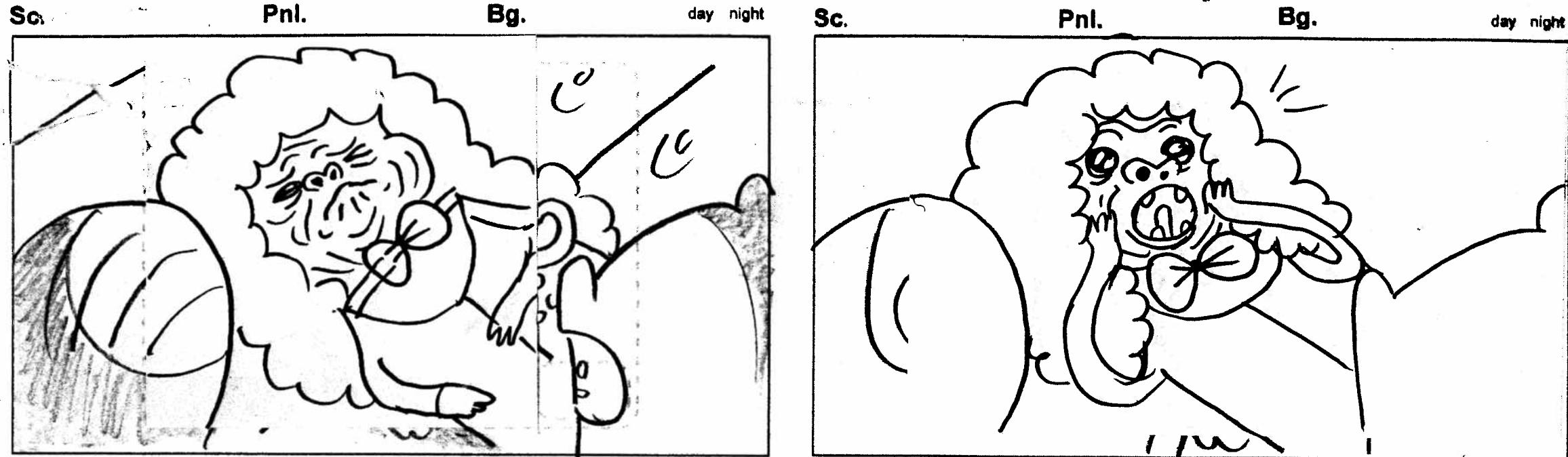
Action:

Timing:

# ADVENTURE TIME



Page 101



Dialog:

(E)

Mmm... what happened..

E: Oh my!  
a white tie!!

Action:

Timing:

EPISODE #

Production :

# ADVENTURE TIME



Page 102

Sc.

Pnl.

Bg.

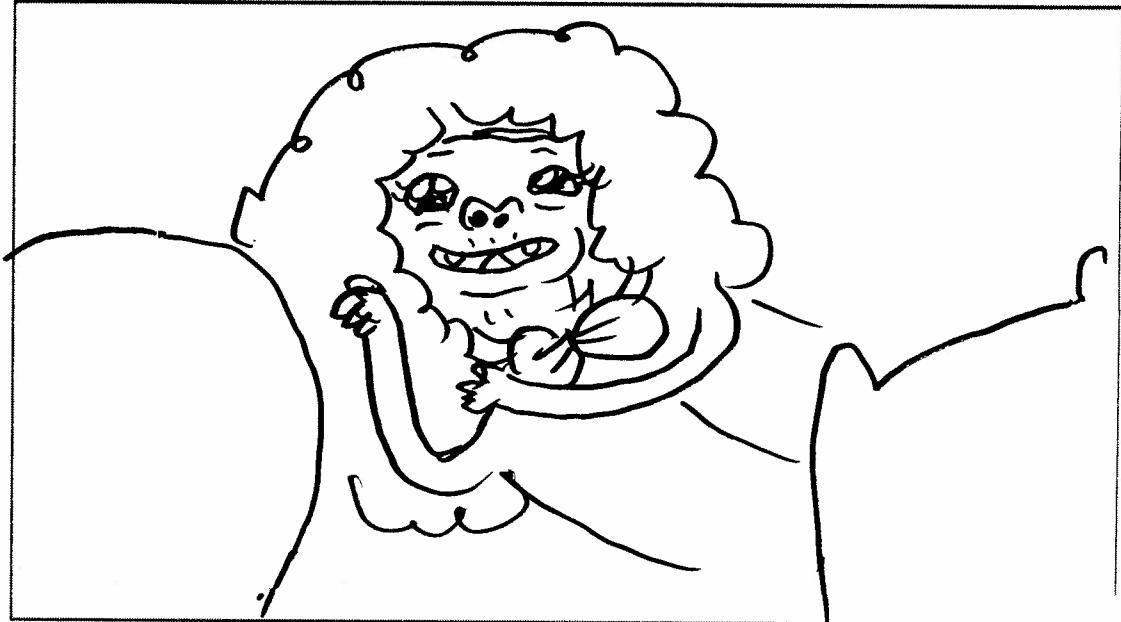
day night

Sc.

Pnl.

Bg.

day night



EPISODE #

Dialog:

E: Thank you  
so much . . .

E: beautiful . . .

Action:

This is . . .

(E passes out)

Timing:

so . . .

Production :

# ADVENTURE TIME



Page 103

Sc.

Pnl.

Bg.

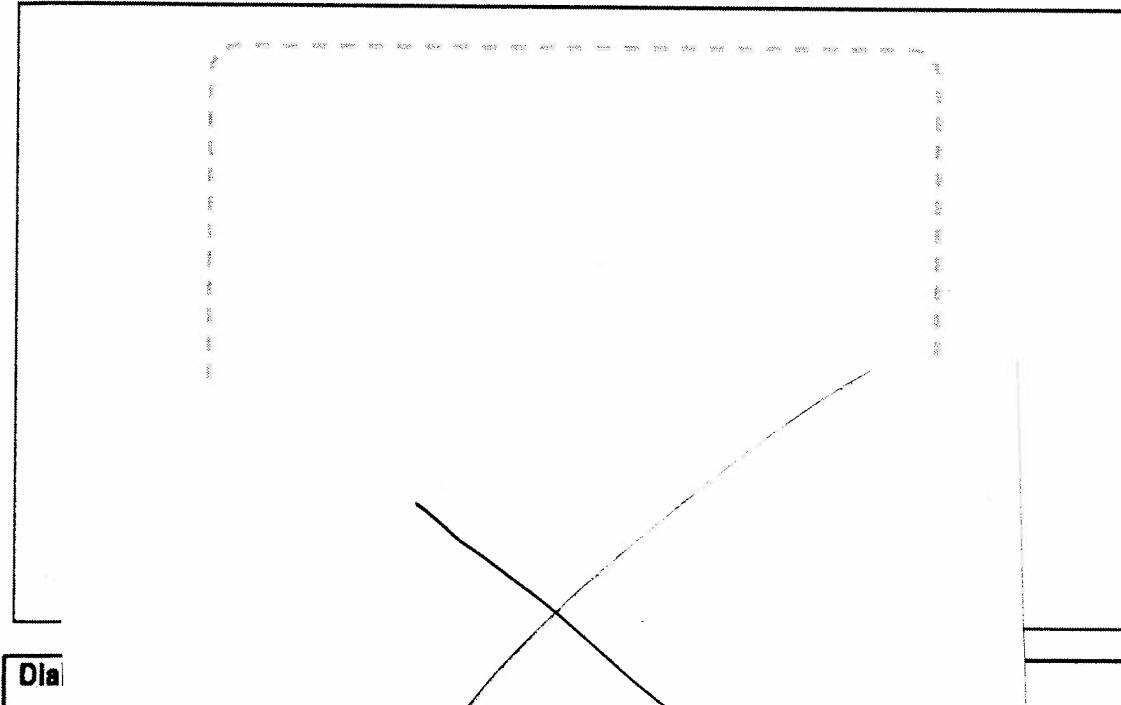
day night

Sc.

Pnl.

Bg.

day night



Dia

Acti

Timing:

F: But ... But ..  
M: Heh ..

EPISODE #

Production :

# ADVENTURE TIME



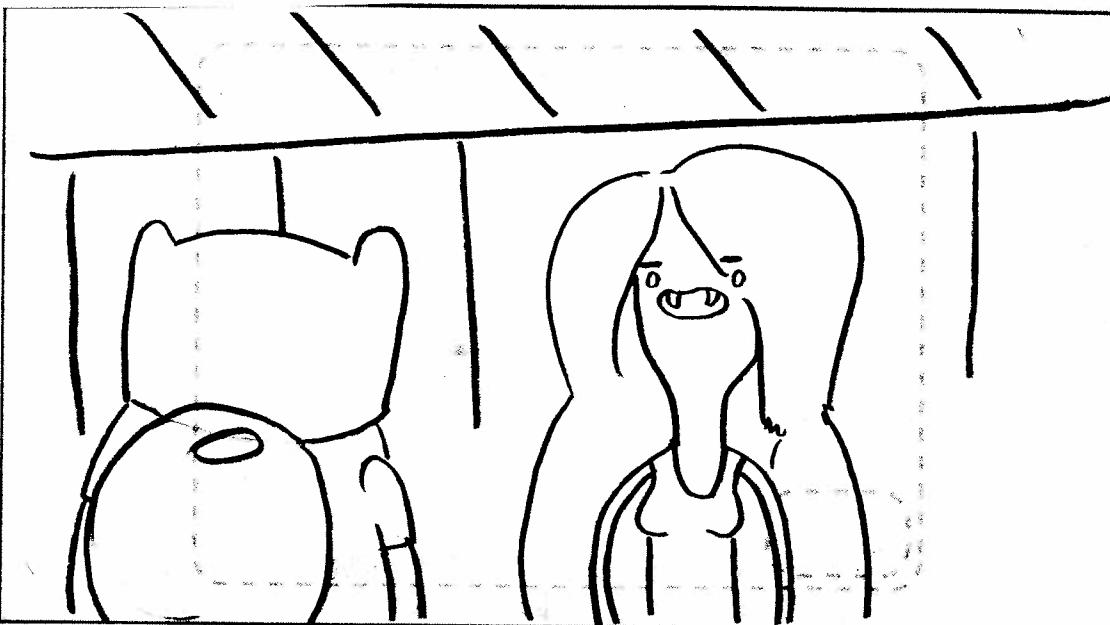
Page 104

Sc.

Pnl.

Bg.

day night

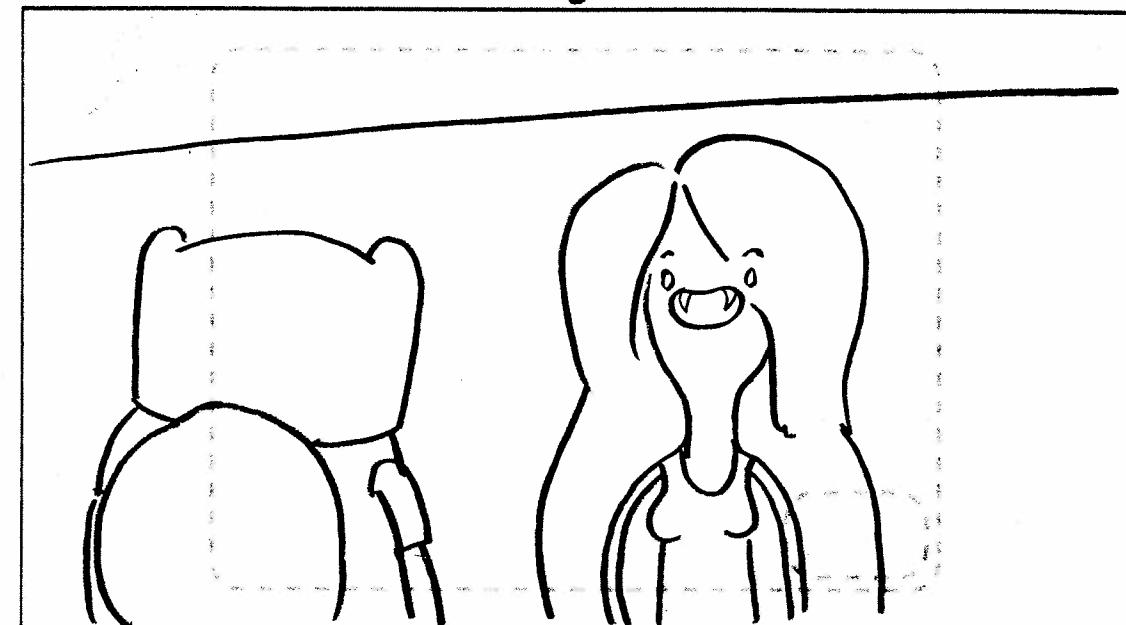


Sc.

Pnl.

Bg.

day night



Dialog:

(m) What?

Action:

Timing:

You know I eat  
the color red sometimes.

EPISODE #

Production :

# ADVENTURE TIME



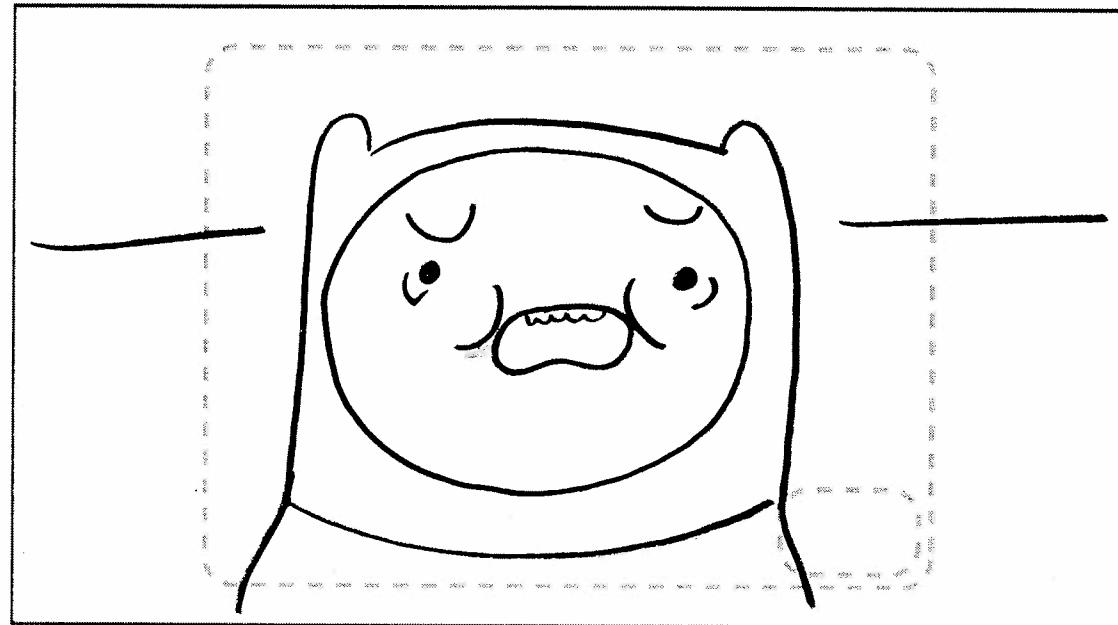
Page 105

Sc.

Pnl.

Bg.

day night

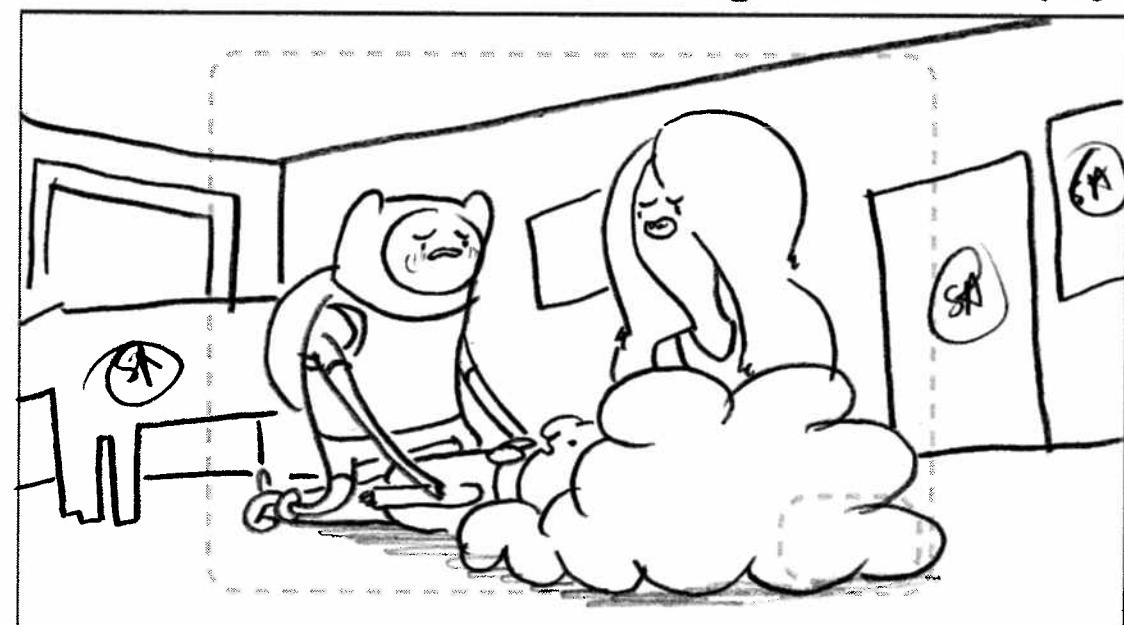


Sc.

Pnl.

Bg.

day night



Dialog:

(F) oh, Yeah, okay...

(M) fin.

Action:

Timing:

EPISODE #

Production :

# ADVENTURE TIME



Page 106

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Sc.

Pnl.

|

Bg.

day night

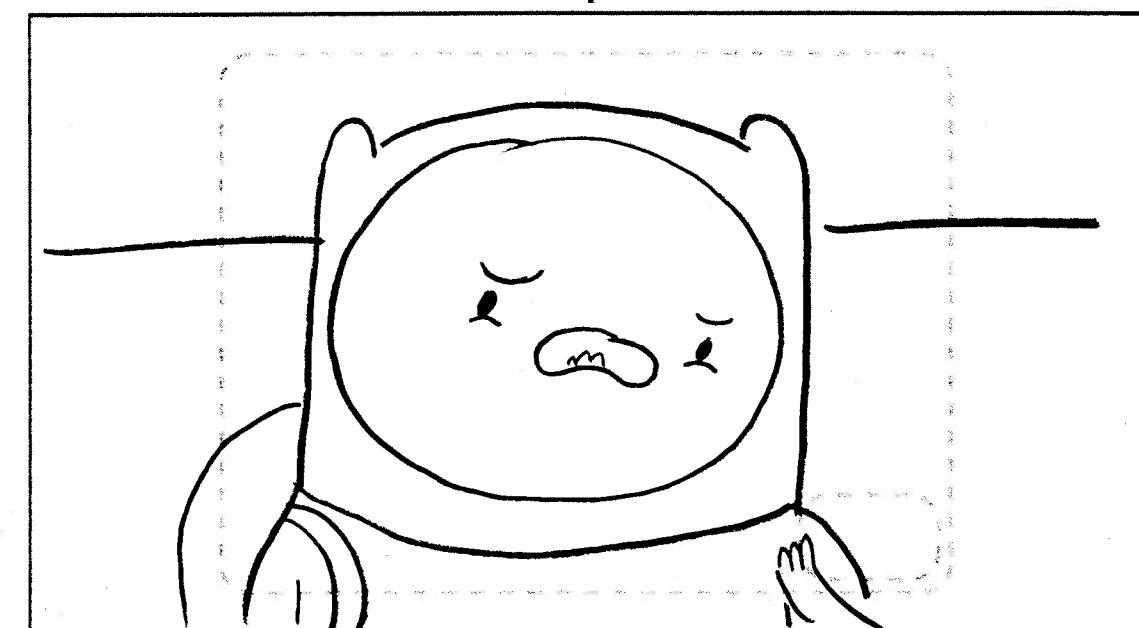
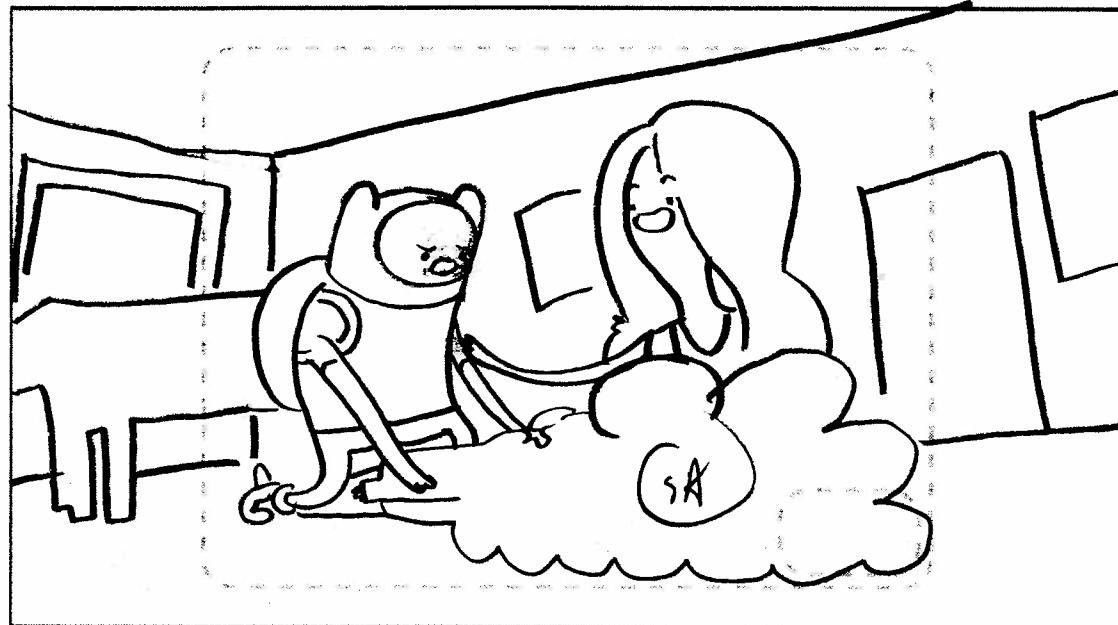
Sc.

Pnl.

|

Bg.

day night



EPISODE #

Dialog:



YOU'RE DOING

A Great job

Action:

Timing:

Production :

# ADVENTURE TIME



Page 107

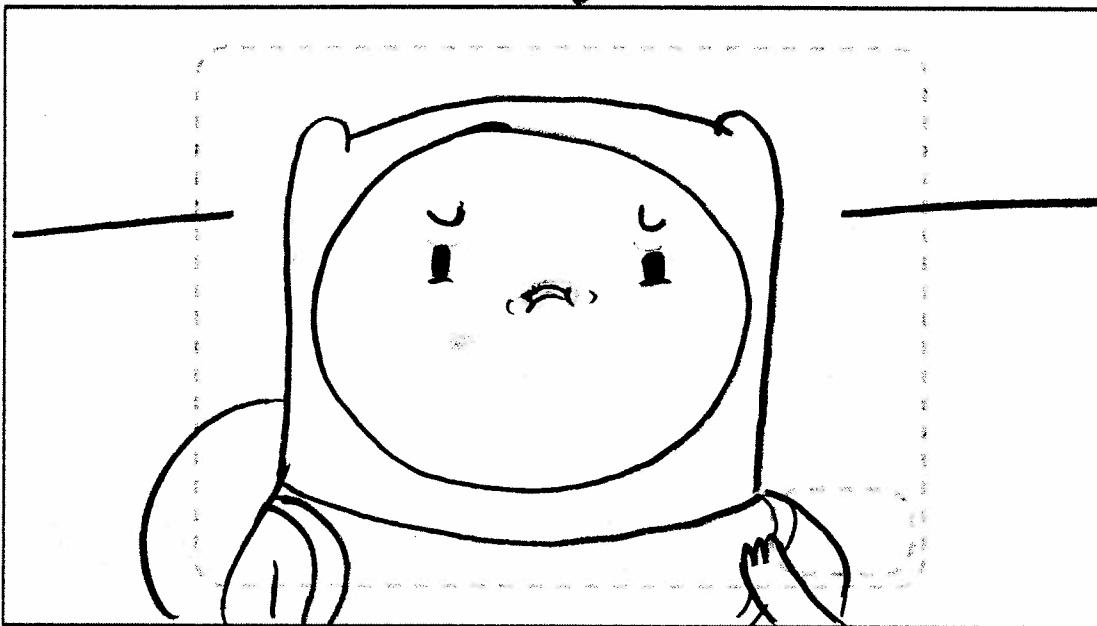
Sc.

Pnl.

2

Bg.

day night



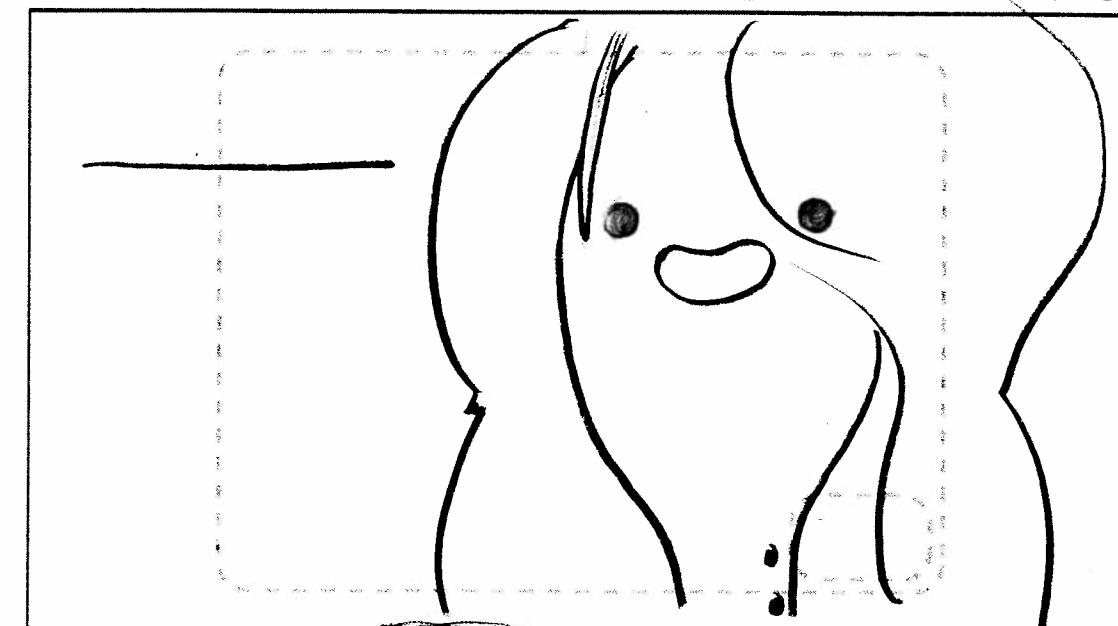
Sc.

Pnl.

1

Bg.

day night



Dialog:

(M) BUT C'MON, WE'VE GOT  
PLENTY MORE EVIL to  
do.

Action:

Timing:

EPISODE #

Production :

# ADVENTURE TIME



Page 108

Sc.

Pnl.

Bg.

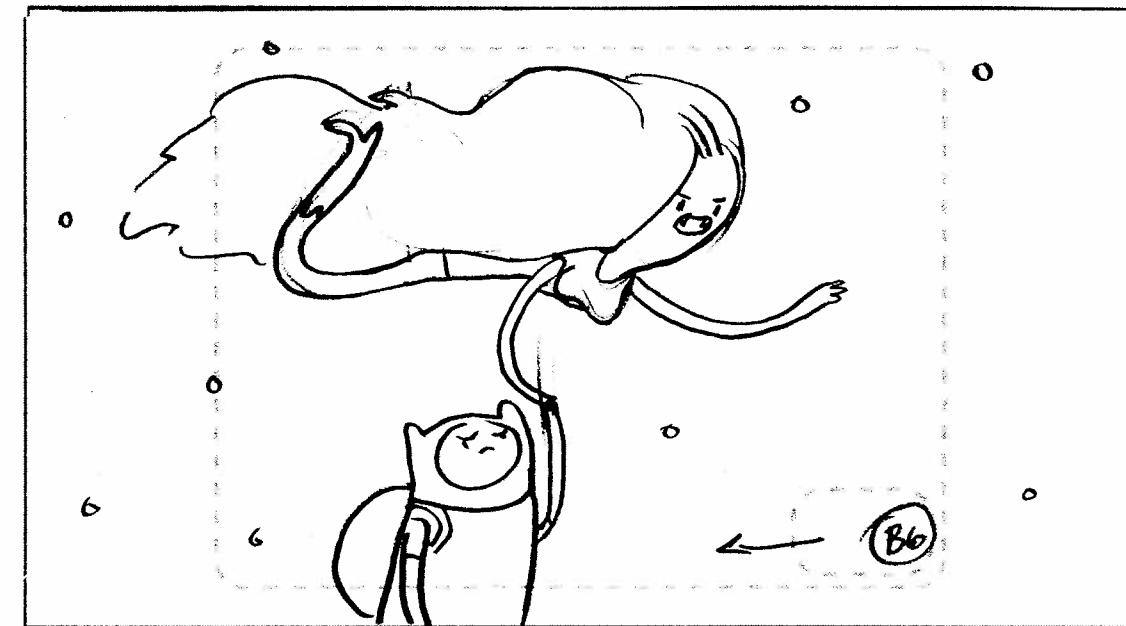
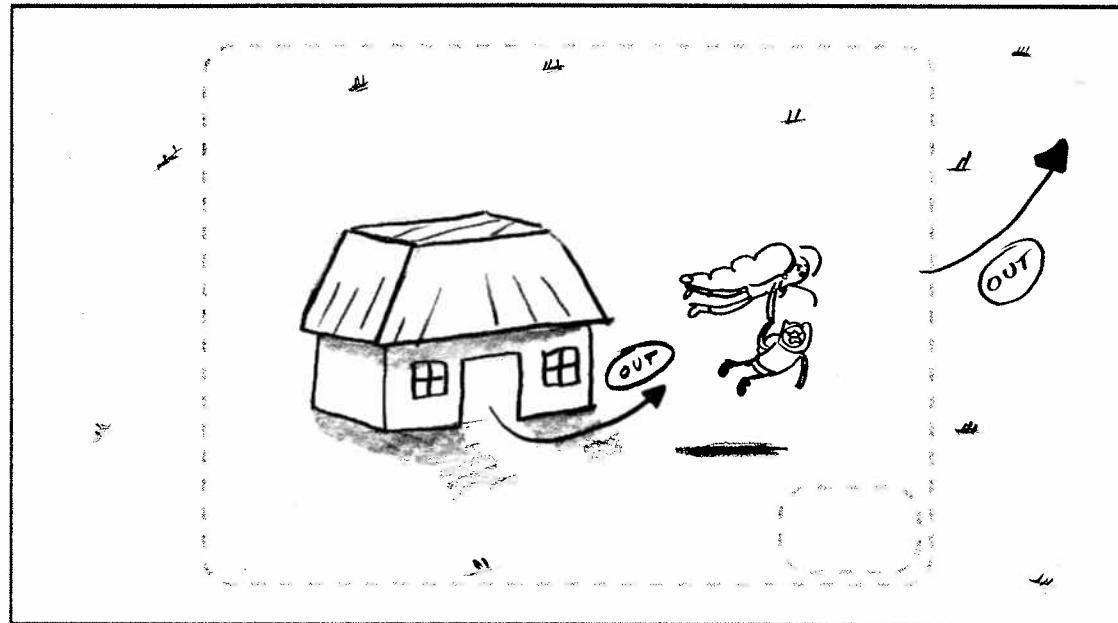
day night

Sc.

Pnl.

Bg.

day night



Dialog:

M READY TO RAISE AN ARMY  
OF THE UNDEAD AND RANSACK  
A CASTLE OF INNOCENT  
VICTIMS?

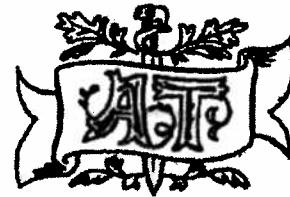
Action:

Timing:

EPISODE #

Production :

# ADVENTURE TIME



Page 109

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Sc.

Pnl.

Bg.

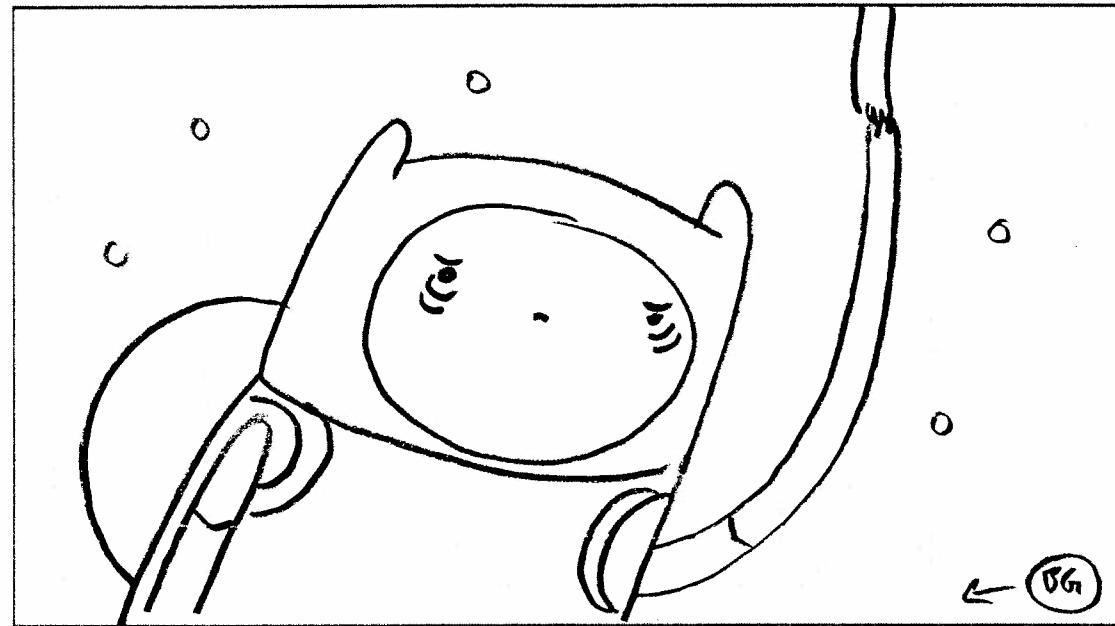
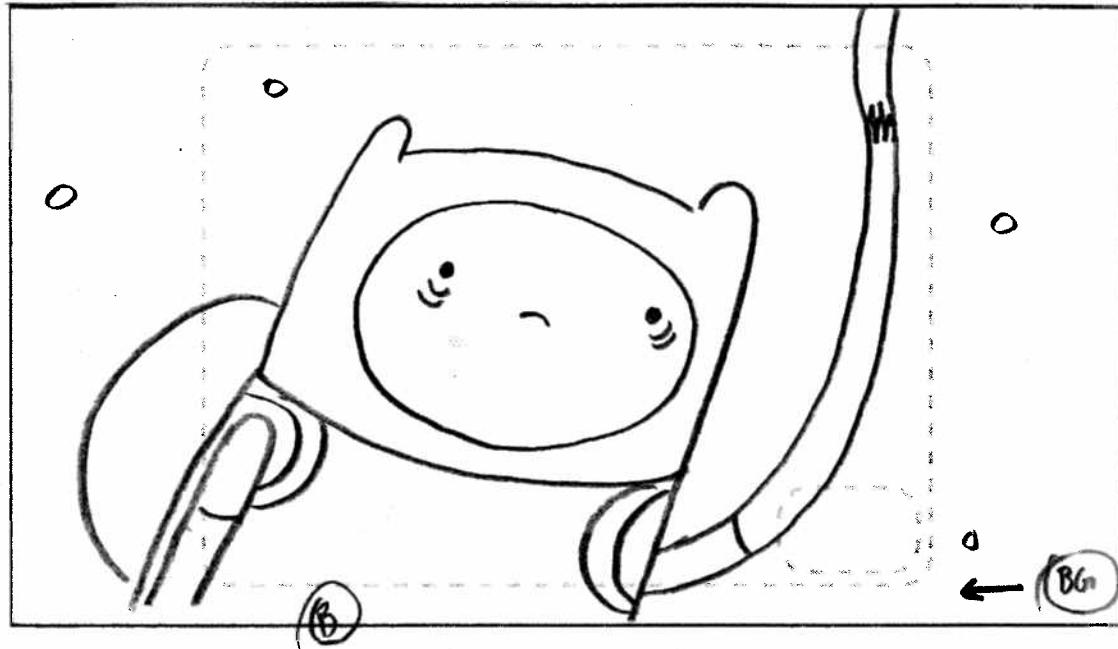
day night

Sc.

Pnl.

2 Bg.

day night



Dialog:

F (IN HEAD) MAN, WHAT'S  
WRONG WITH THIS GIRL?

I CAN'T TELL IF SHE'S  
MESSIN WITH  
ME OR WHAT.

Action:



Timing:

EPISODE #

Production :

# ADVENTURE TIME



Page 110

EPISODE #

Production :

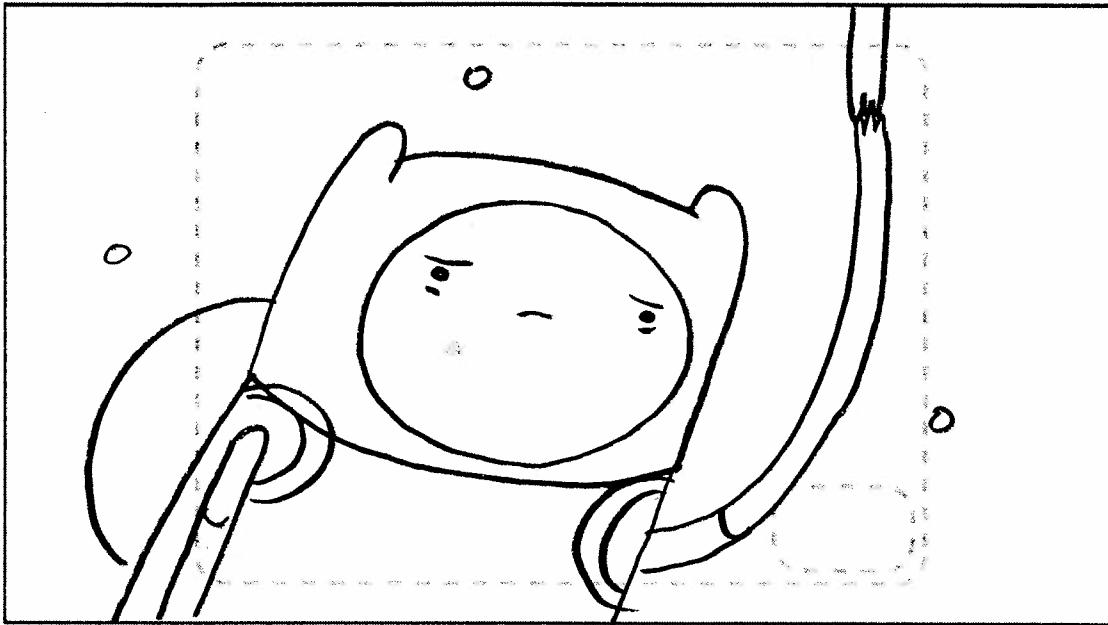
Sc.

Pnl.

3

Bg.

day night



Sc.

Pnl.

1

Bg.

day night



Dialog:

(BEAT)

M

FIN, ARE YOU BRAIN  
DEAD?

Action:

Timing:

# ADVENTURE TIME



Page

111

Sc.

Pnl.

Bg.

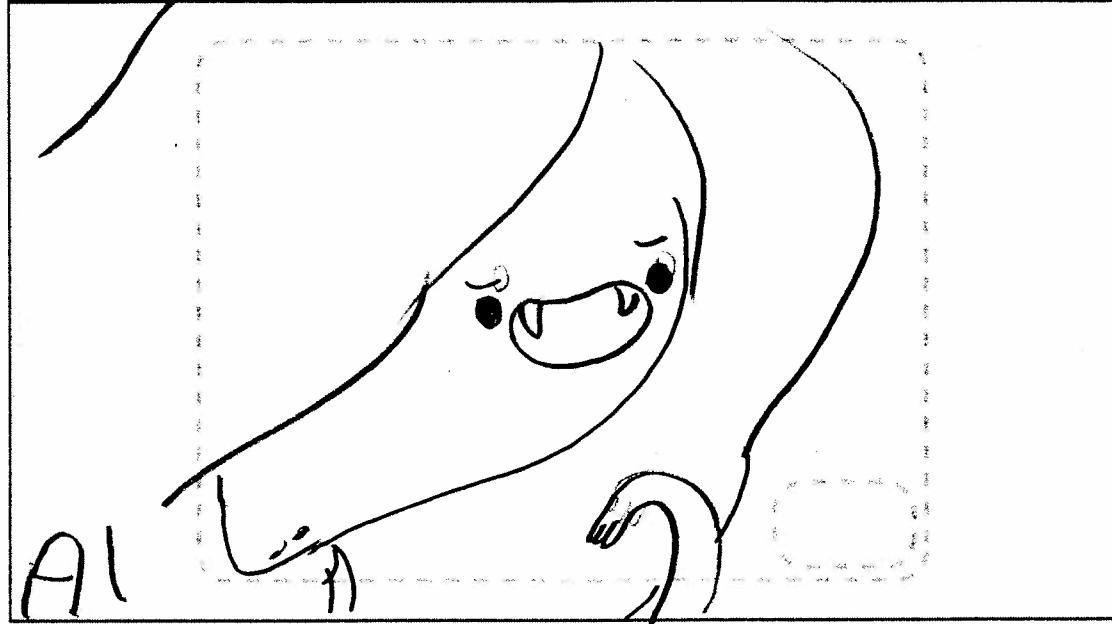
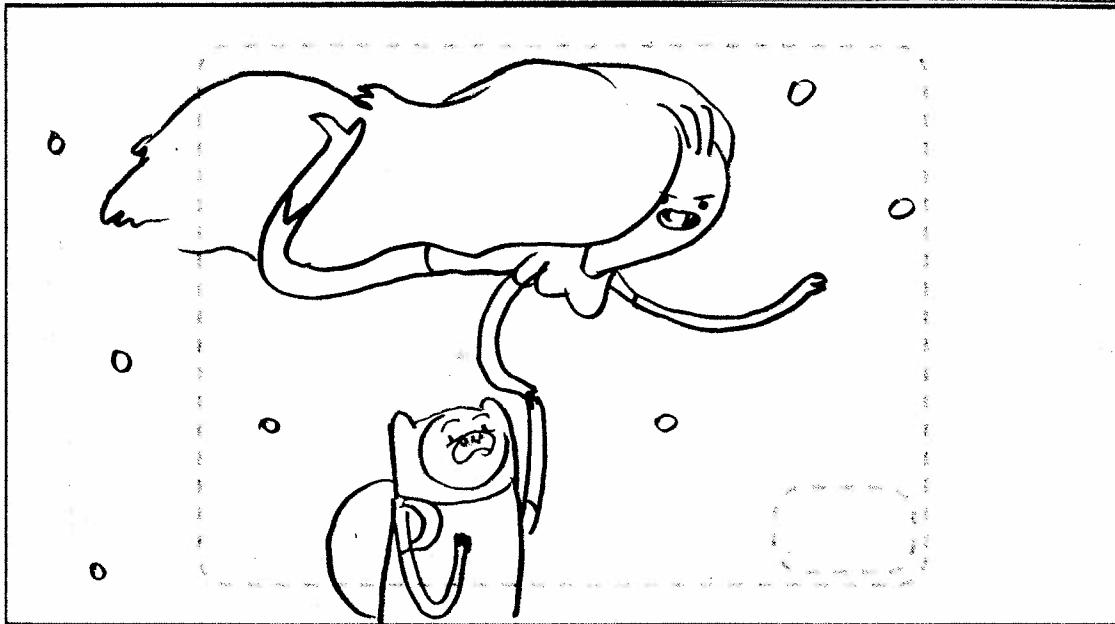
day night

Sc.

Pnl.

Bg.

day night



EPISODE #

Production :

Dialog:

(F)

F: Huh? No...  
I was just wondering  
If... I mean...  
Do you really need my  
help to do this??

Action:



Timing:

M. Doesn't matter. You  
have to do what I say  
~~anyway, banchmen!~~  
anyway, banchmen!

# ADVENTURE TIME



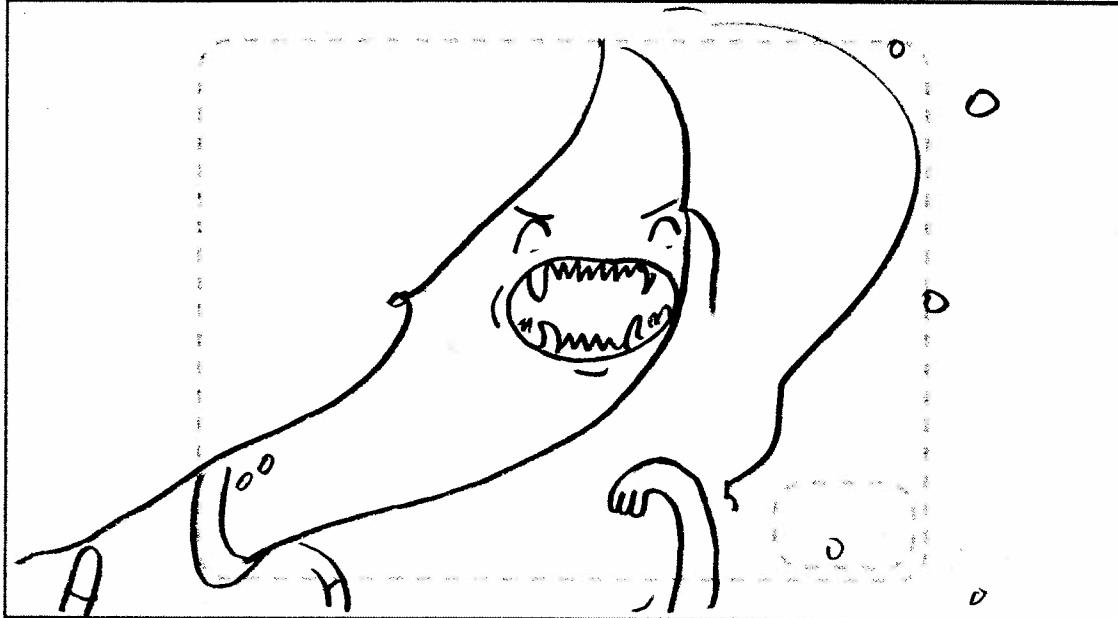
Page 112

Sc.

Pnl.

Bg.

day night

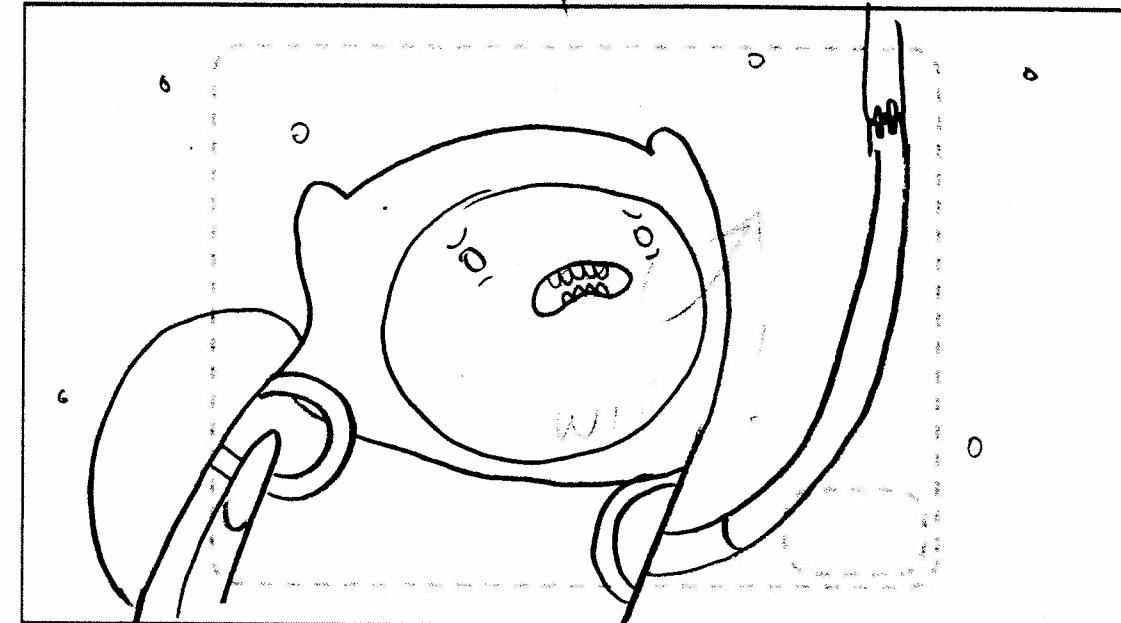


Sc.

Pnl.

Bg.

day night



Dialog:

EVIL LAUGH

(F) Grap ..

Action:

Timing:

EPISODE #

Production :

# ADVENTURE TIME



Page 113

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Sc.

Pnl.

Bg.

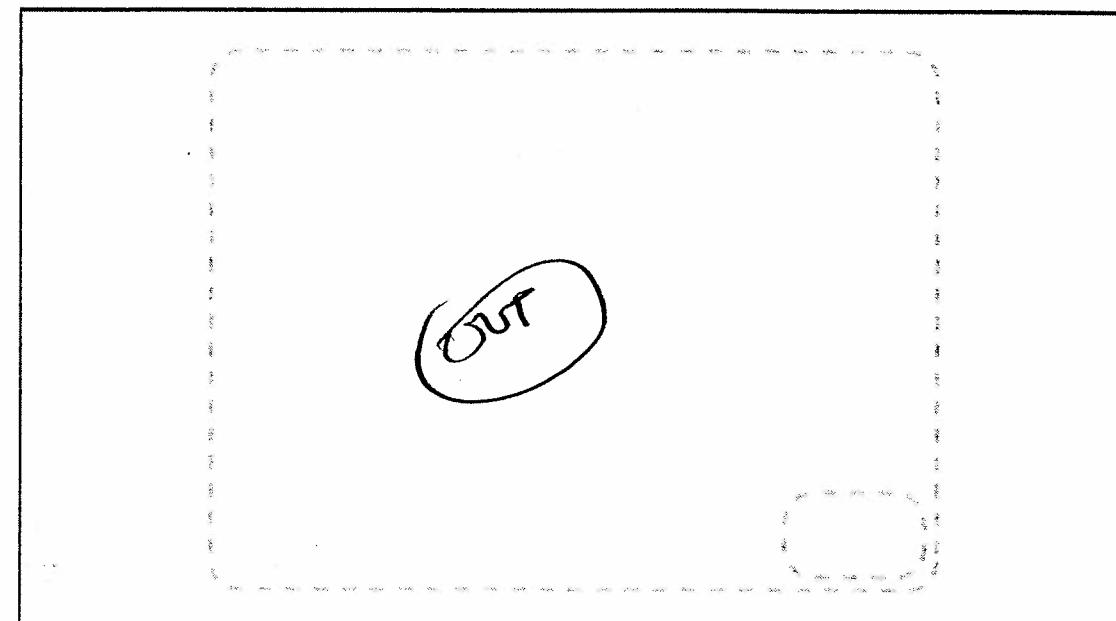
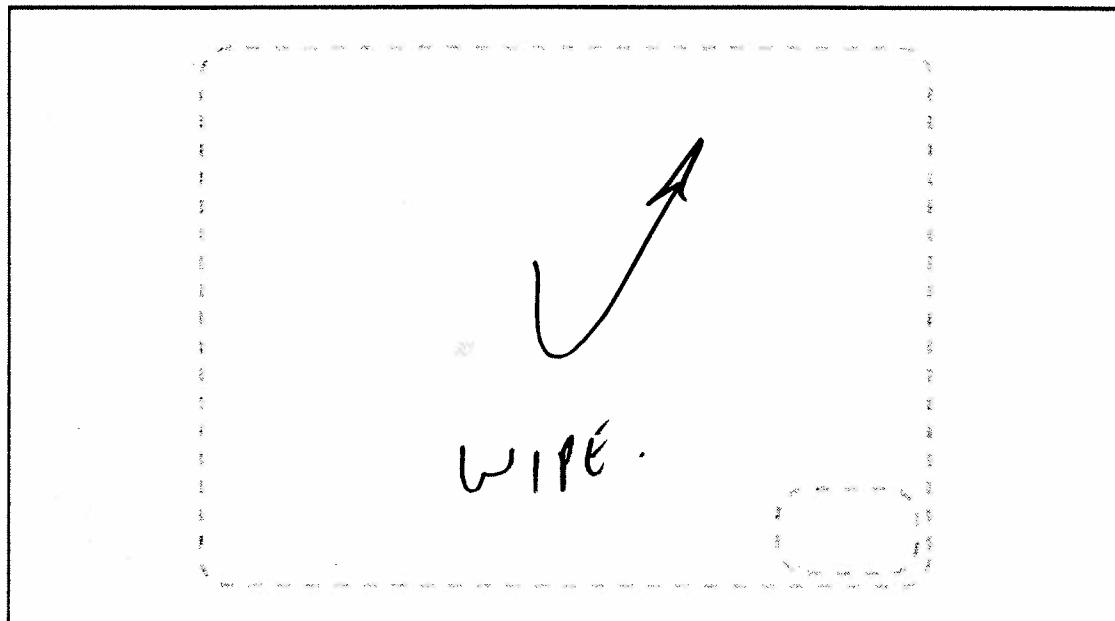
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Action:

Timing:

EPISODE # : Production :

# ADVENTURE TIME



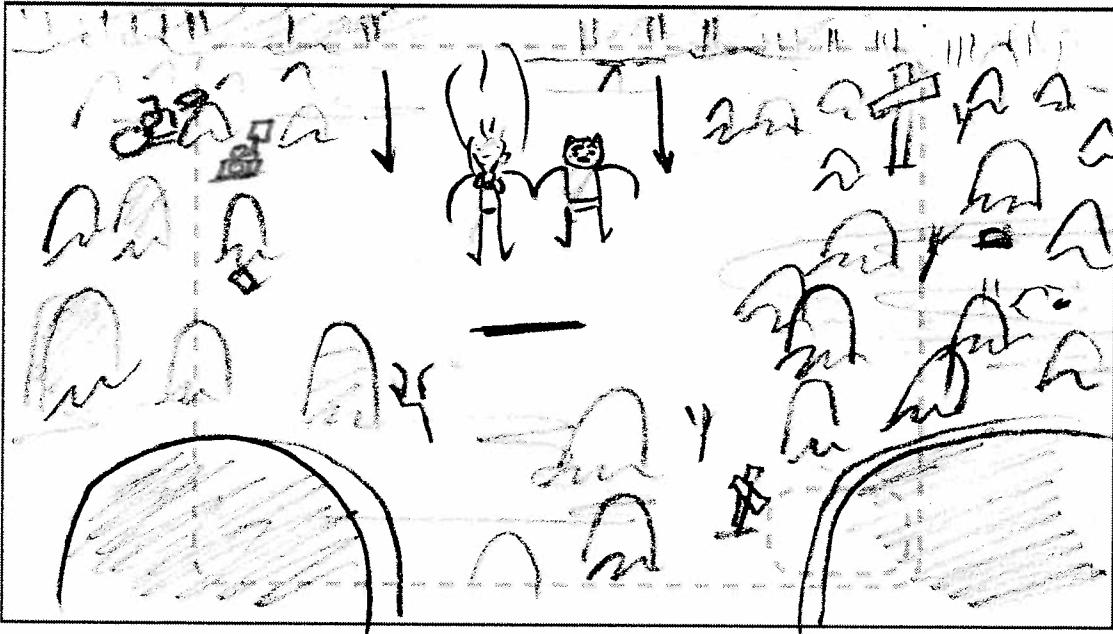
Page 114

Sc.

Pnl.

Bg.

day night

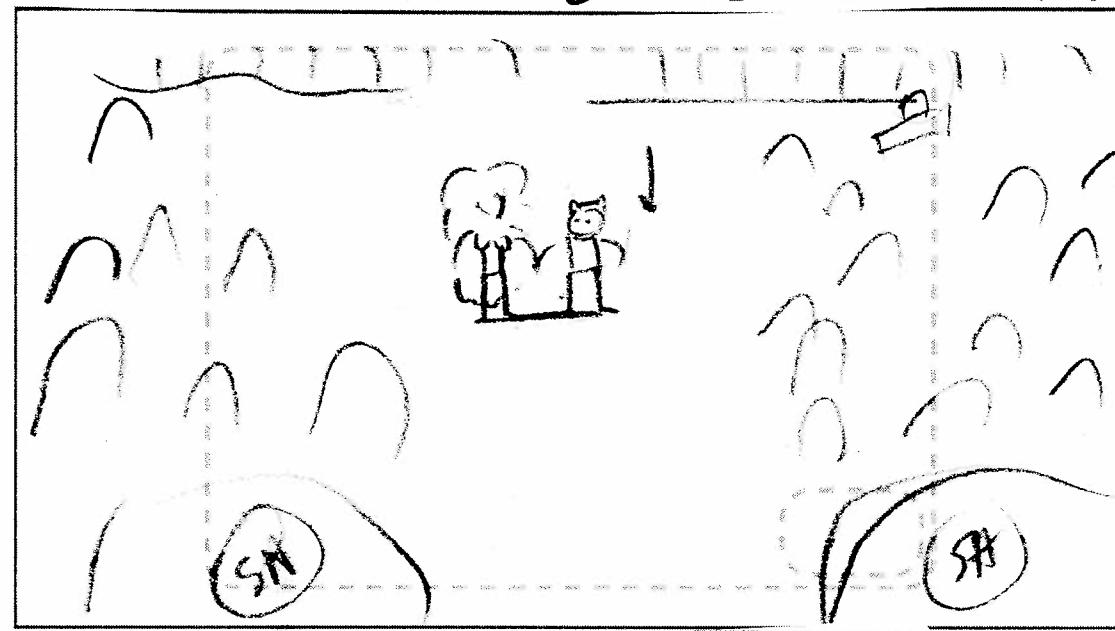


Sc.

Pnl.

Bg.

day night



EPISODE #

Dialog:

(M) I know this  
place seems a  
little dead...

Action:

THEY ARE IN A GRAVEYARD

Timing:

Production :

# ADVENTURE TIME



Page 115

Sc.

Pnl.

1

Bg.

day night

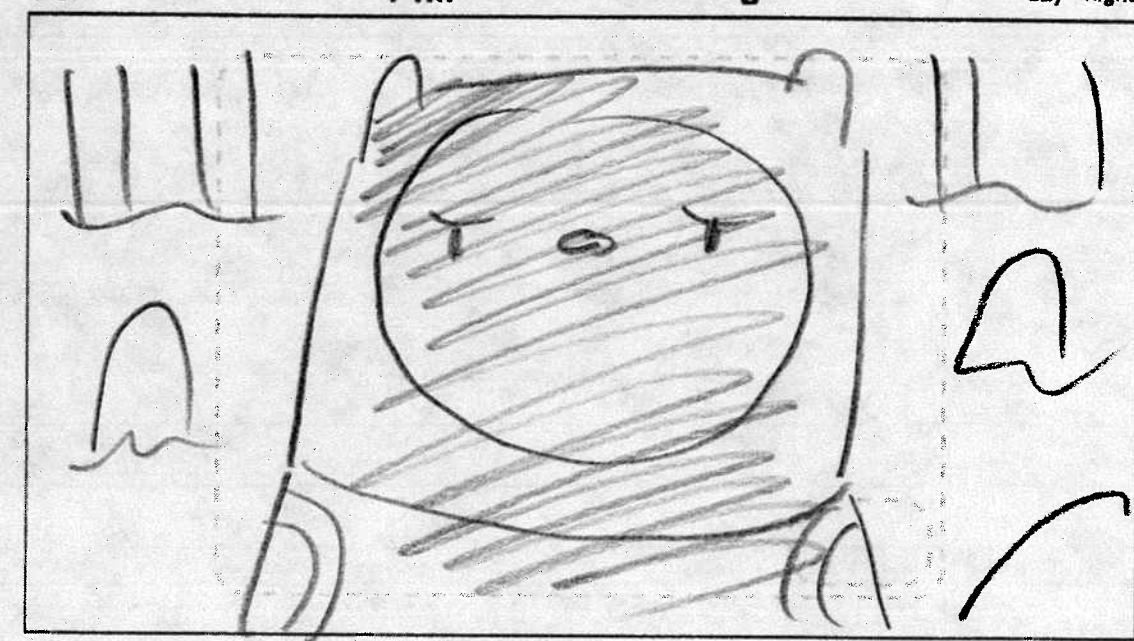
Sc.

Pnl.

2

Bg.

day night



Dialog:

(M)

But don't worry...  
I'll soon be... un-dead.

(F)

(NERVOUS NOISE)

Action:

Timing:

EPISODE #

Production :

# ADVENTURE TIME



Page 116

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Sc.

Pnl.

Bg.

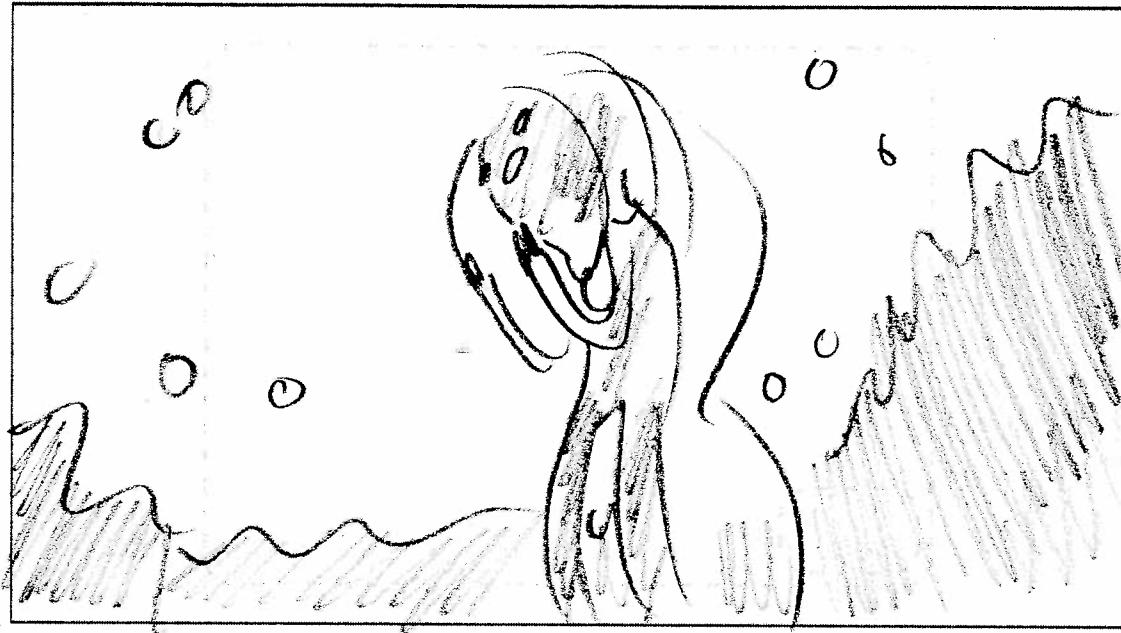
day night

Sc.

Pnl.

Bg.

day night



Dialog:

(M)

~~screams~~ corpses buried in mud that's black

From Death you will  
come ~~back~~

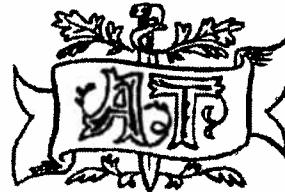
Action:

Timing:

EPISODE #

Production :

# ADVENTURE TIME



Page 117

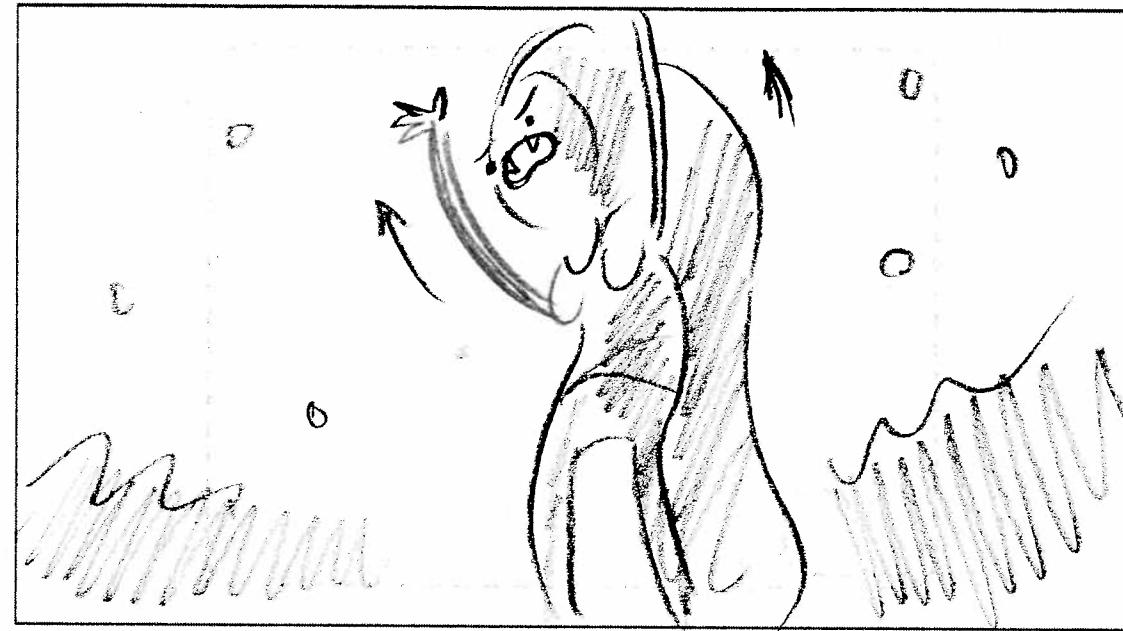
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Sc.

Pnl.

Bg.

day night



Sc.

Pnl.

Bg.

day night



EPISODE #

Dialog:

BACK!

Action:

STICKS ARMS INTO AIR

GRAVEYARD RUMBLIES.

Timing:

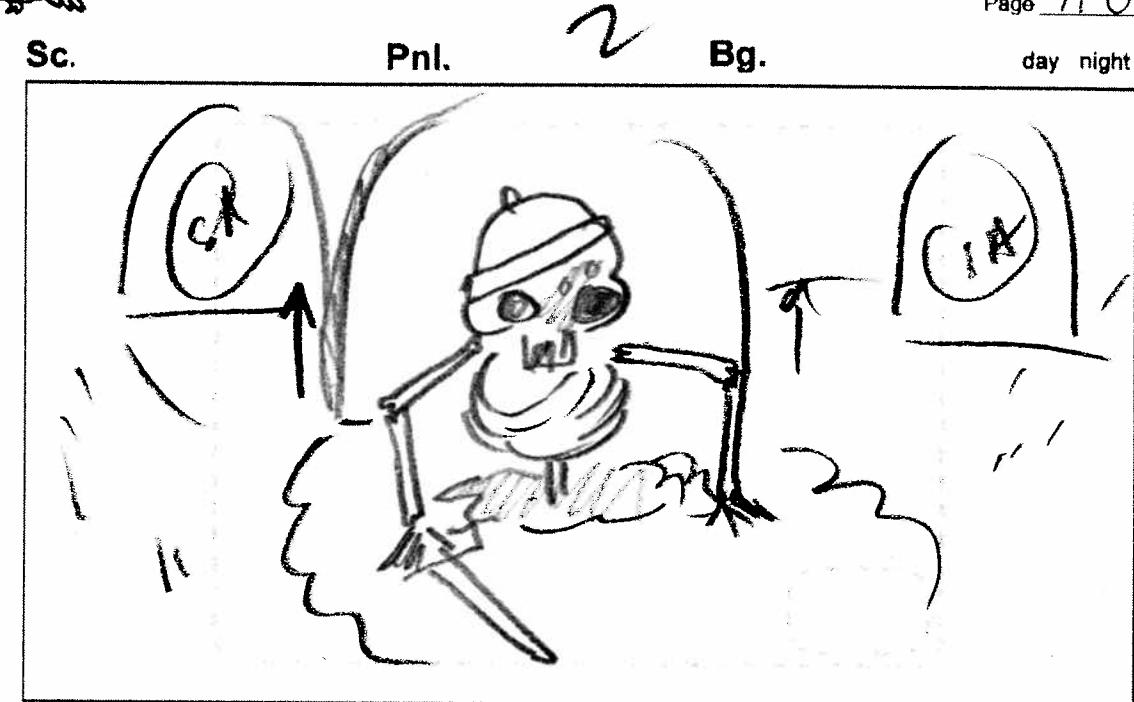
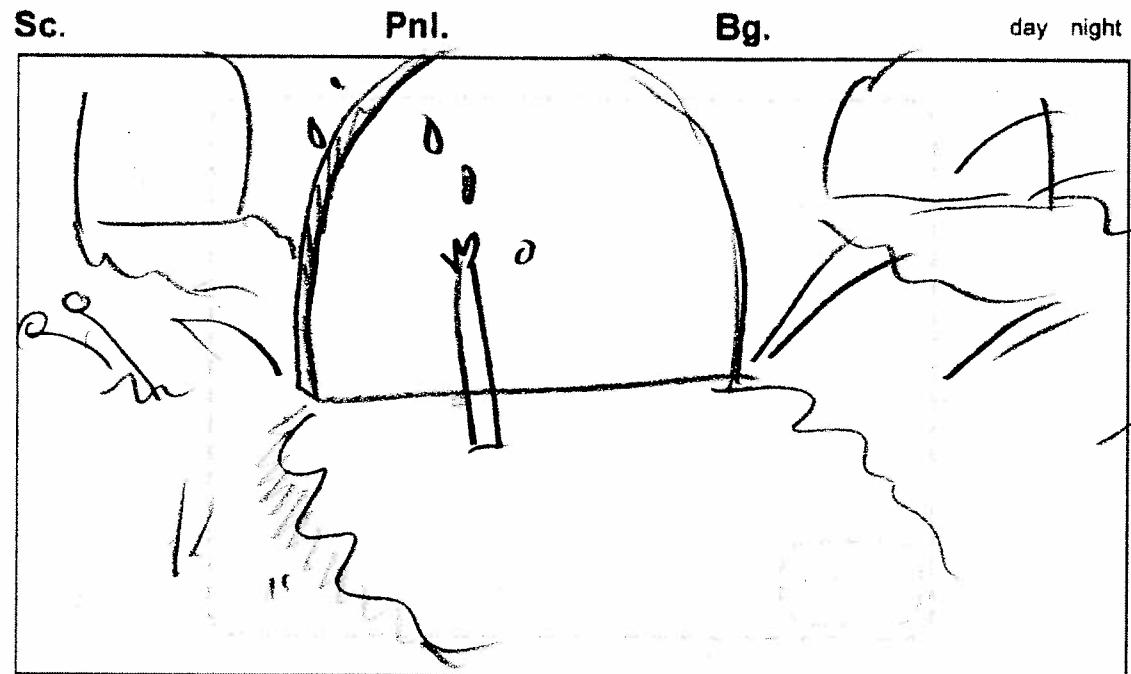
Production :

# ADVENTURE TIME



Page 118

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Dialog:

Action:

Timing:

EPISODE #

Production :

# ADVENTURE TIME



Page 119

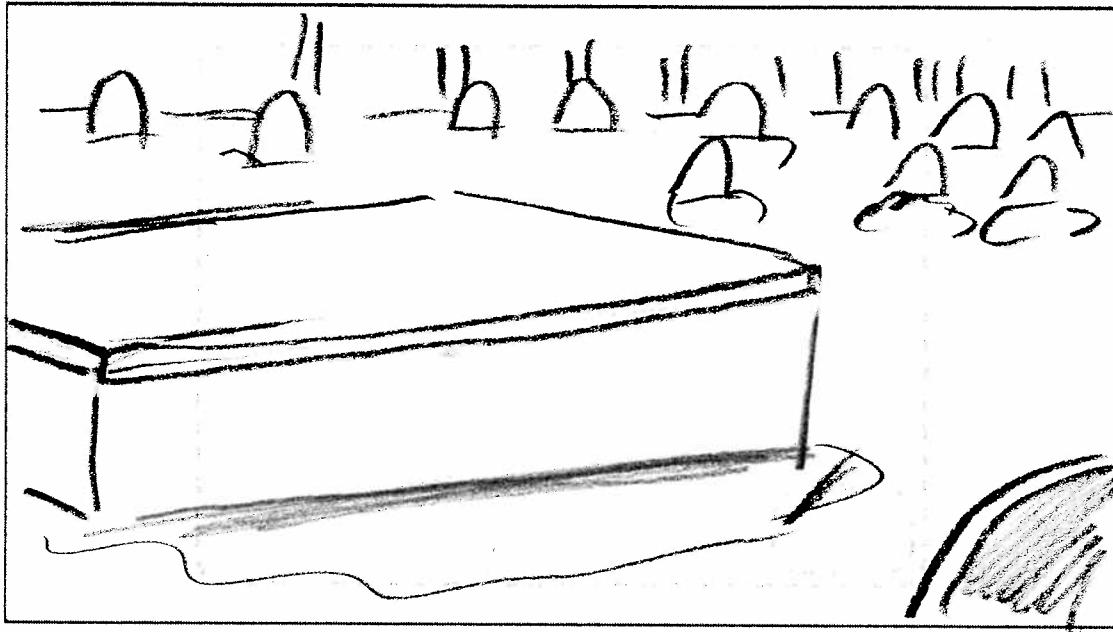
© 2010 This material is the property of The Content Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

Sc.

Pnl.

Bg.

day night



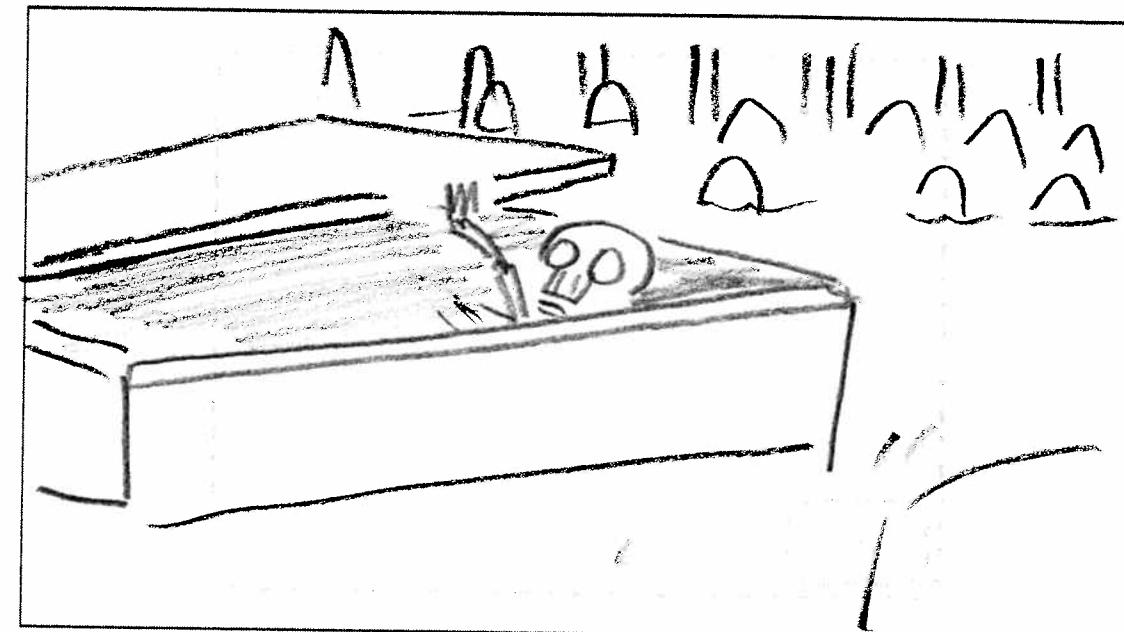
Sc.

Pnl.

Bg.

day night

2



Dialog:

Action:

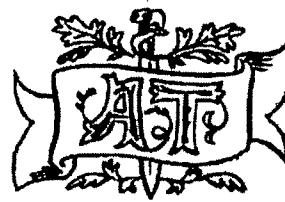
SLIDES OPEN COFFET →

Timing:

EPISODE #

Production :

# ADVENTURE TIME



Page 120

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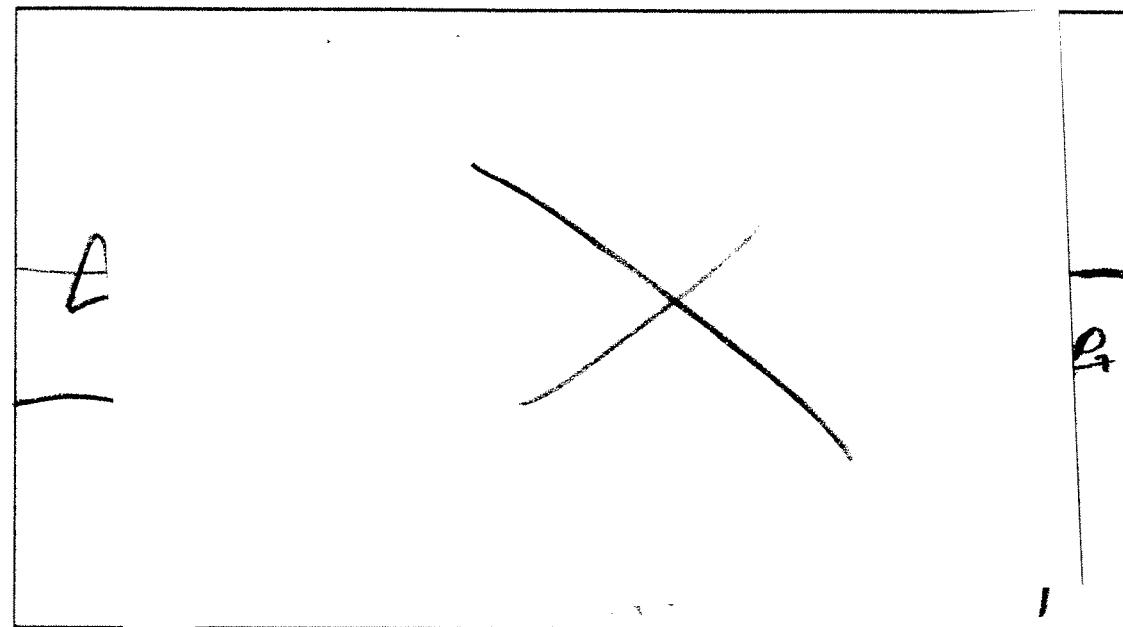
Sc.

Pnl.

1

Bg.

day night



Sc.

Pnl.

1

Bg.

day night



EPISODE #

Production :

Dialog:

Action:

Guys Gettin' up out of ground. SKELETON ARMY SURROUNDS FIN.

Timing:

# ADVENTURE TIME



Page 121

Sc.

Pnl.

|

Bg.

day night

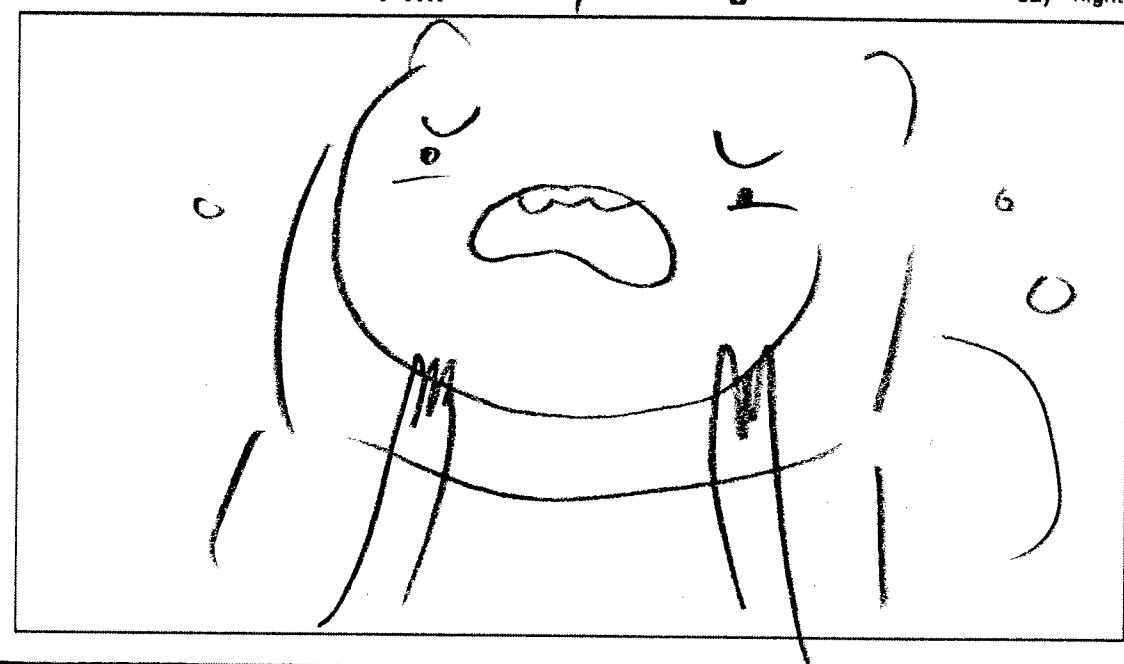
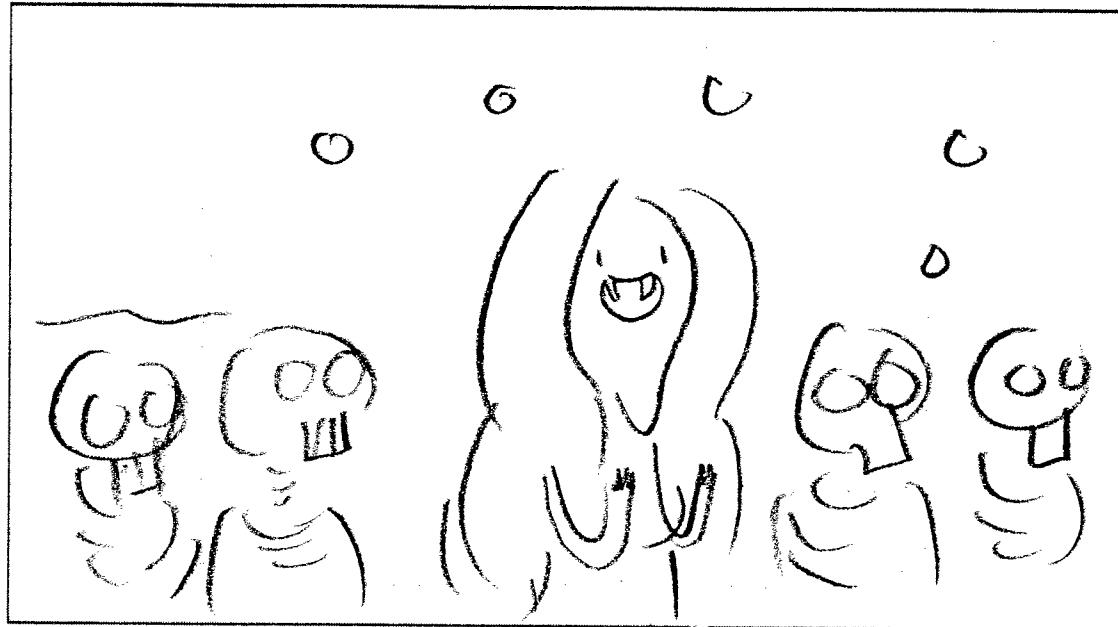
Sc.

Pnl.

|

Bg.

day night



Dialog:

(M)

Ready to lead  
YOUR EVIL  
army, and  
do EVIL things!

Action:

Timing:

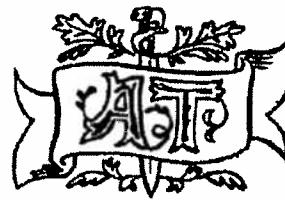
(F)

UH... UH...  
(stumble/stutter)

EPISODE #

Production :

# ADVENTURE TIME



Page 122

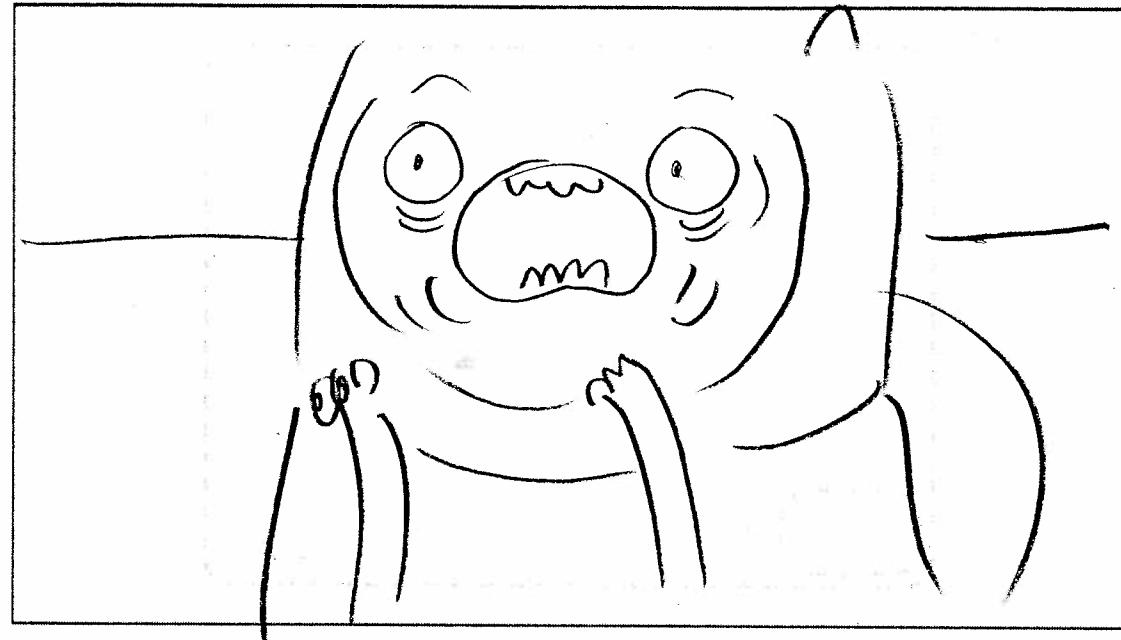
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Sc.

Pnl.

Bg.

day night

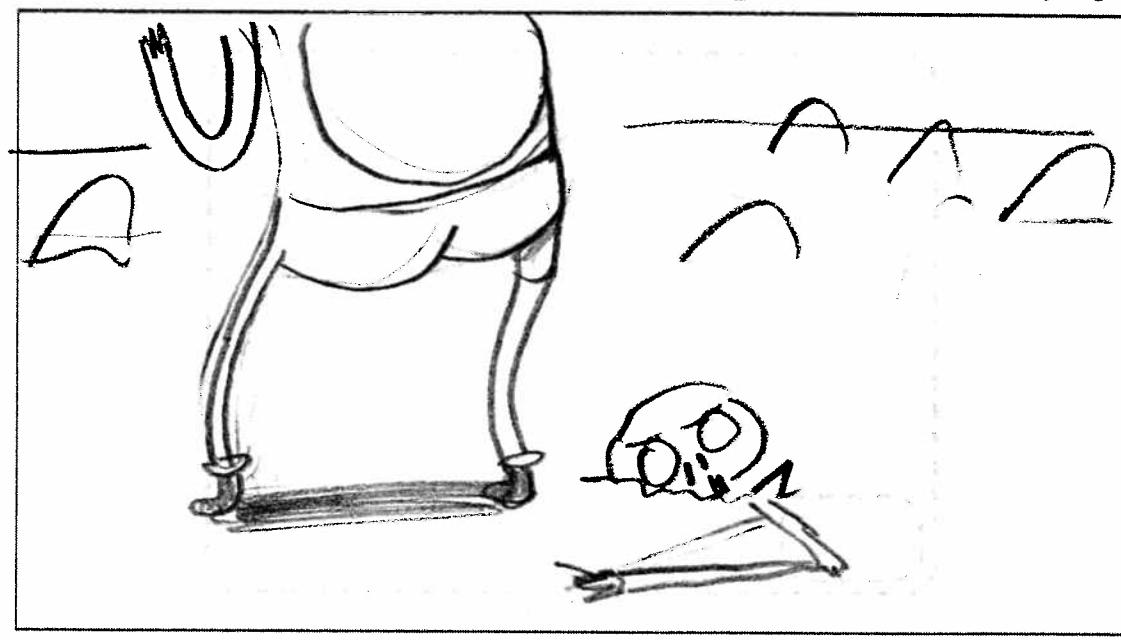


Sc.

Pnl.

Bg.

day night



Dialog:

(F) NEVER!!

Action:

Timing:

EPISODE #

Production :

# ADVENTURE TIME



Page 123

EPISODE #

Production :

Sc.

Pnl.

2

Bg.

day night

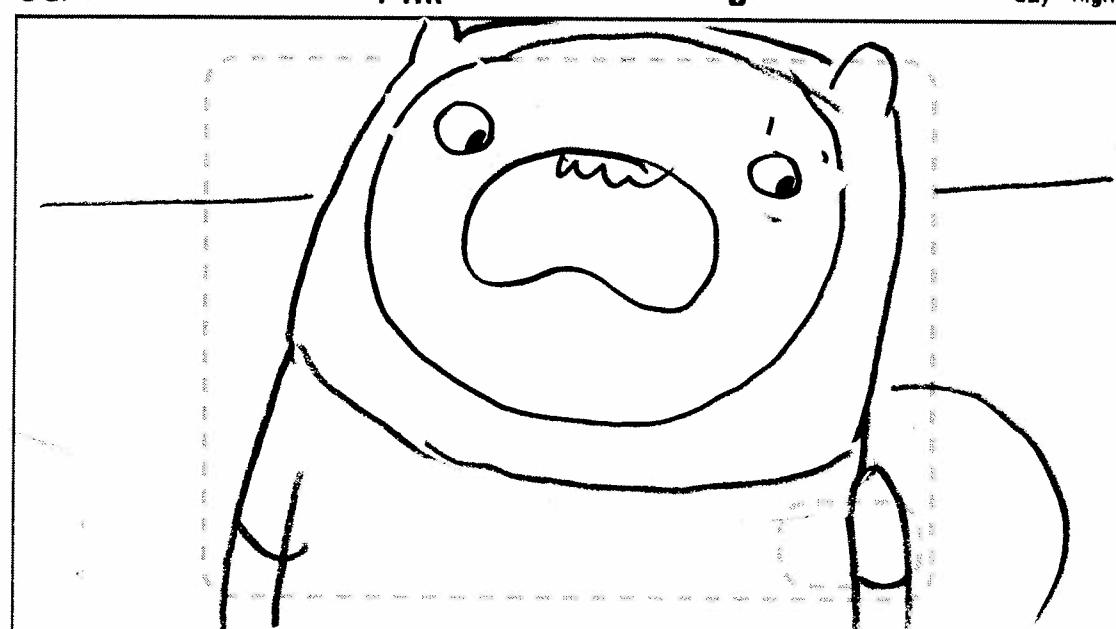
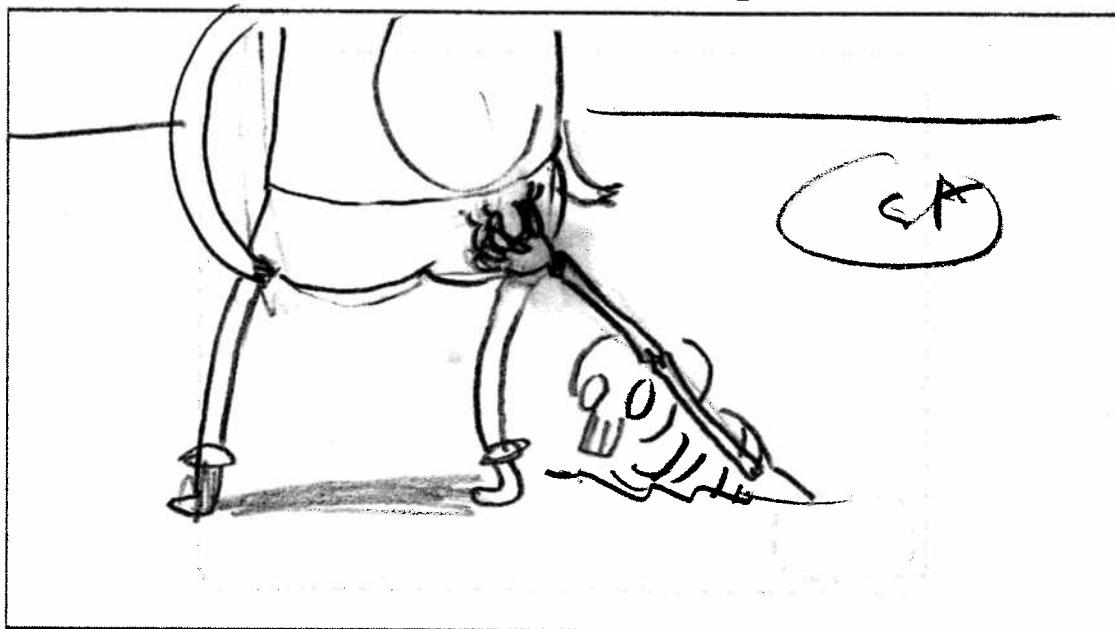
Sc.

Pnl.

1

Bg.

day night



Dialog:

(F) AH!

(F) OK I'll DO IT!

Action:

GRABS BUTT

Timing:

# ADVENTURE TIME



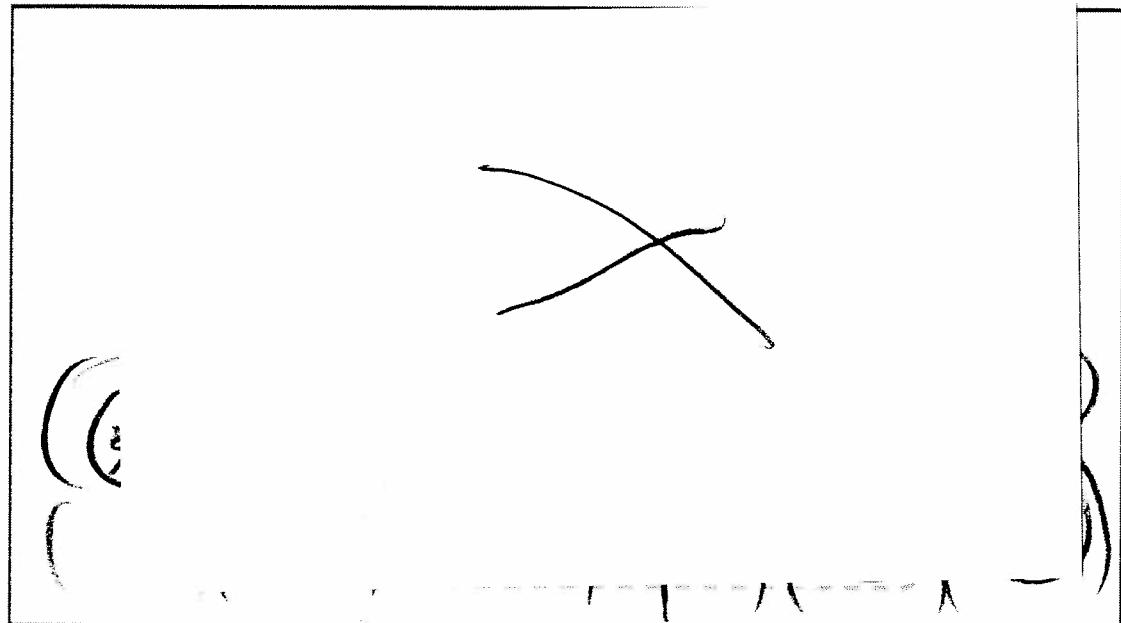
Page 124

Sc.

Pnl.

Bg.

day night



Sc.

Pnl.

Bg.

day night



Dialog:

Action:

Timing:

EPISODE #

Production :

# ADVENTURE TIME



Page 125

Sc.

Pnl.

|

Bg.

day night

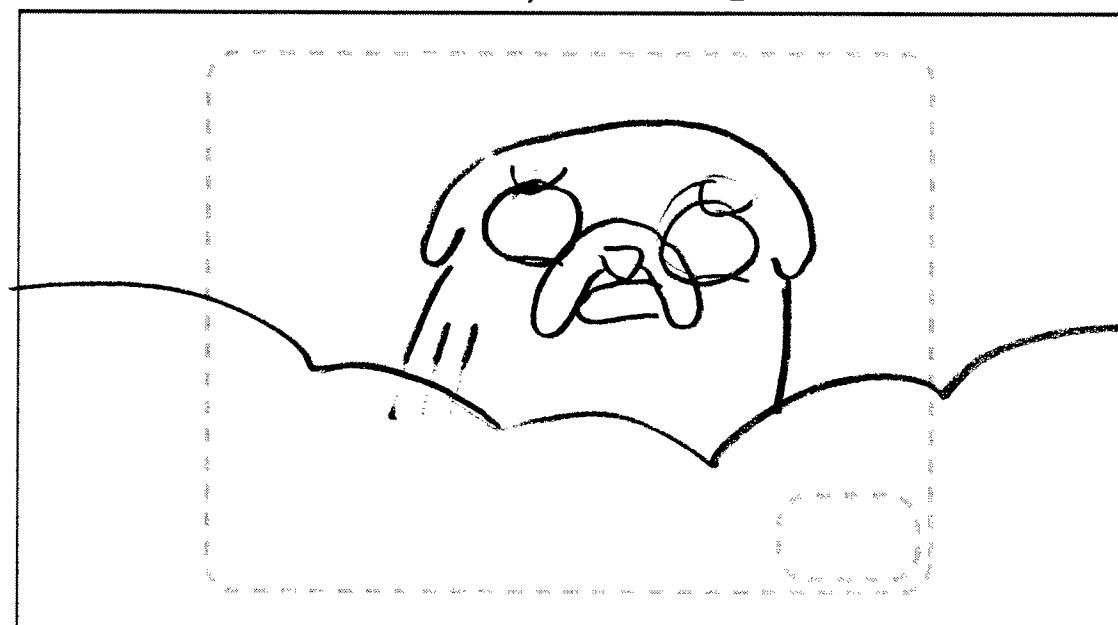
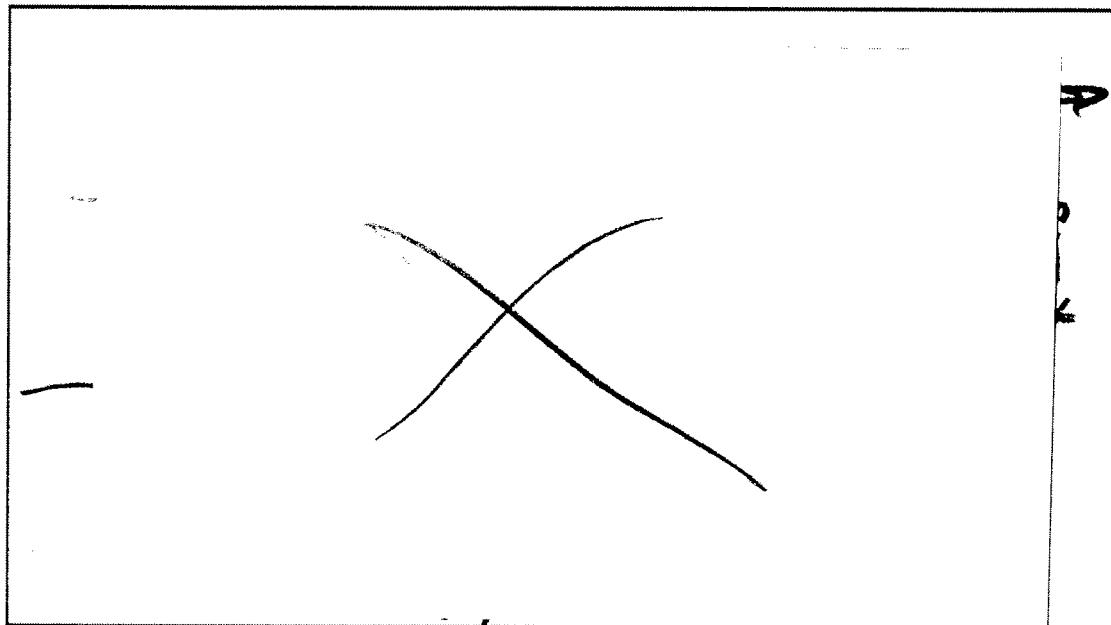
Sc.

Pnl.

|

Bg.

day night



EPISODE #

Dialog:

(J)

DON'T  
DUDE. WORRY

Action:

(FIN) LEADS DUDES off SCREEN

Timing:

Production :

# ADVENTURE TIME



Page 126

Sc.

Pnl.

2

Bg.

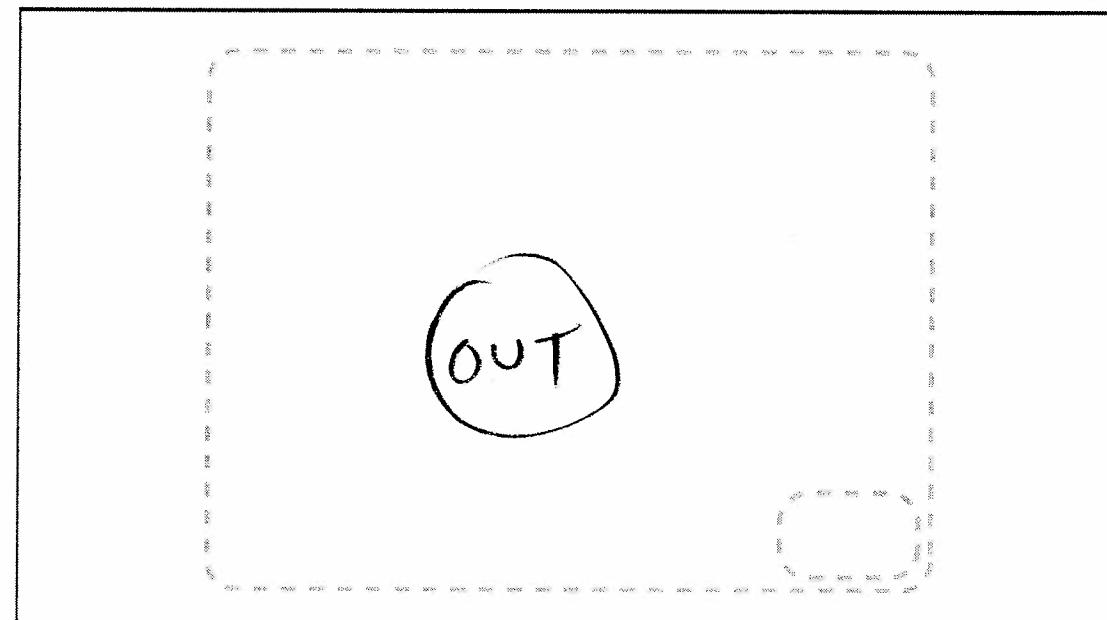
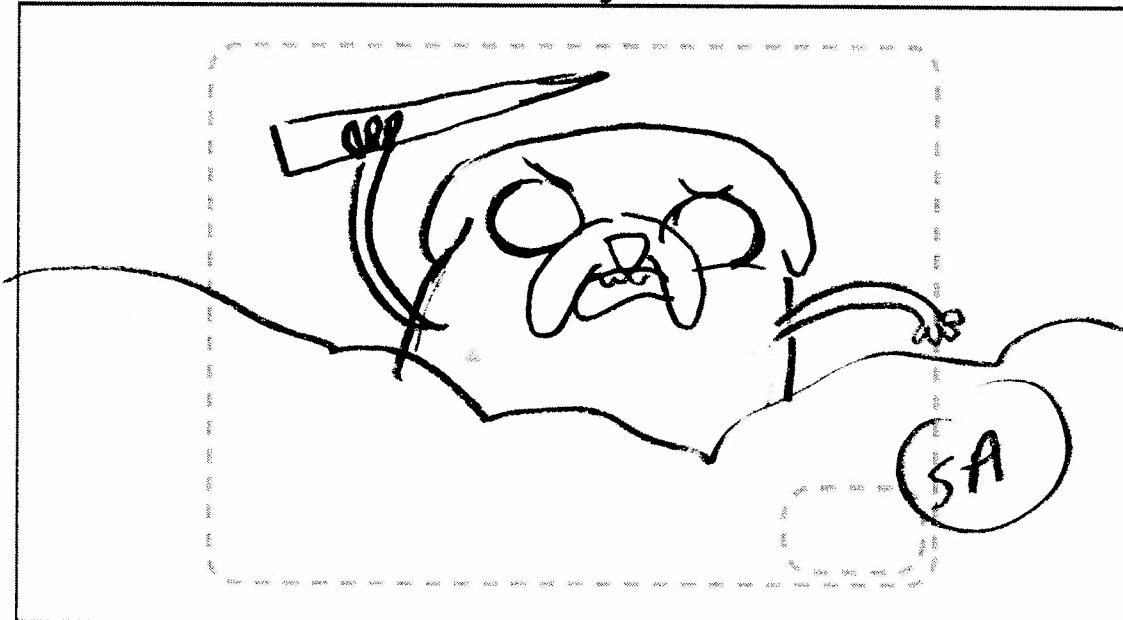
day night

Sc.

Pnl.

Bg.

day night



Dialog:

⑤ I'm coming to HELP you.

Action:

HOLDS UP STEAK.

Timing:

EPISODE #

Production :

# ADVENTURE TIME



Page 127

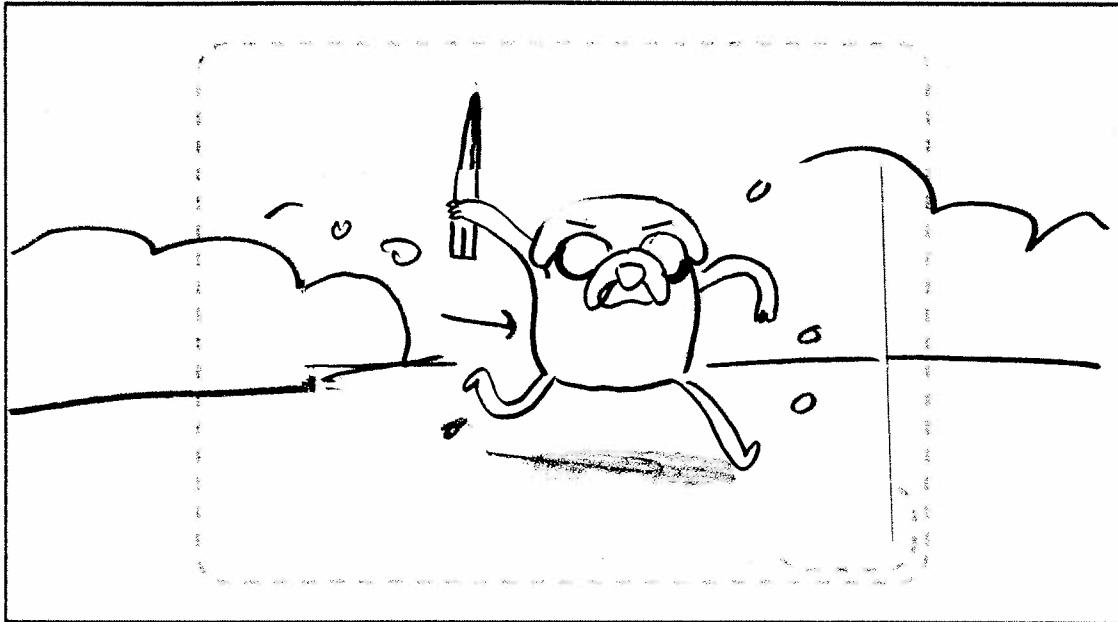
Sc.

Pnl.

|

Bg.

day night



Sc.

Pnl.

|

Bg.

day night



Dialog:

⑤ I'M DOING IT!

⑤ WARCRY - AHHHH!

Action:



JAKE IS RUNNING UP behind Mr.

Timing:

EPISODE #

Production :

# ADVENTURE TIME



Page 128

Sc.

Pnl.

Bg.

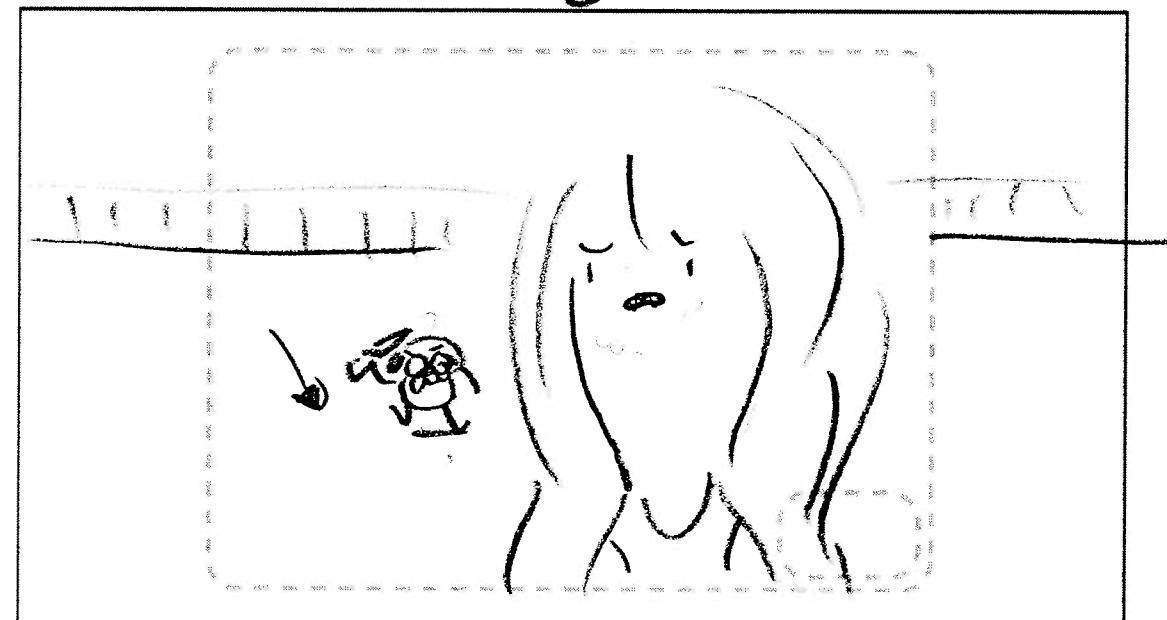
day night

Sc.

Pnl.

Bg.

day night



EPISODE #

Production :

Dialog:

✓ AHHH

J: AHHHH! (M: What's that noise?)

Action:

JAKE RUNS AT HER

(M) HEARS JAKE & TURNS

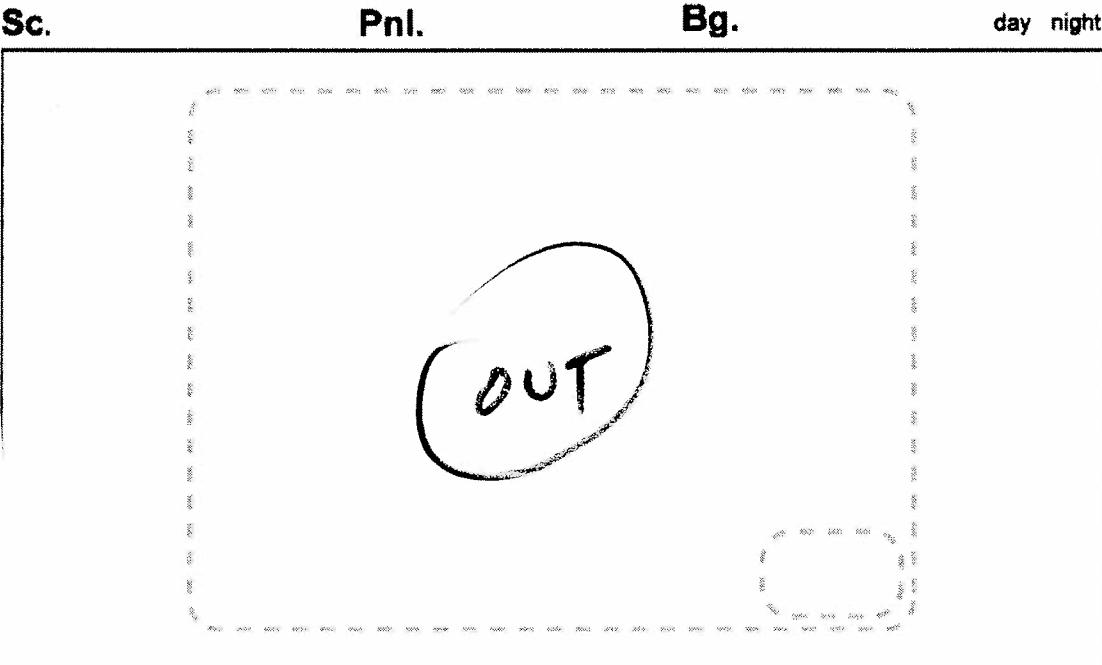
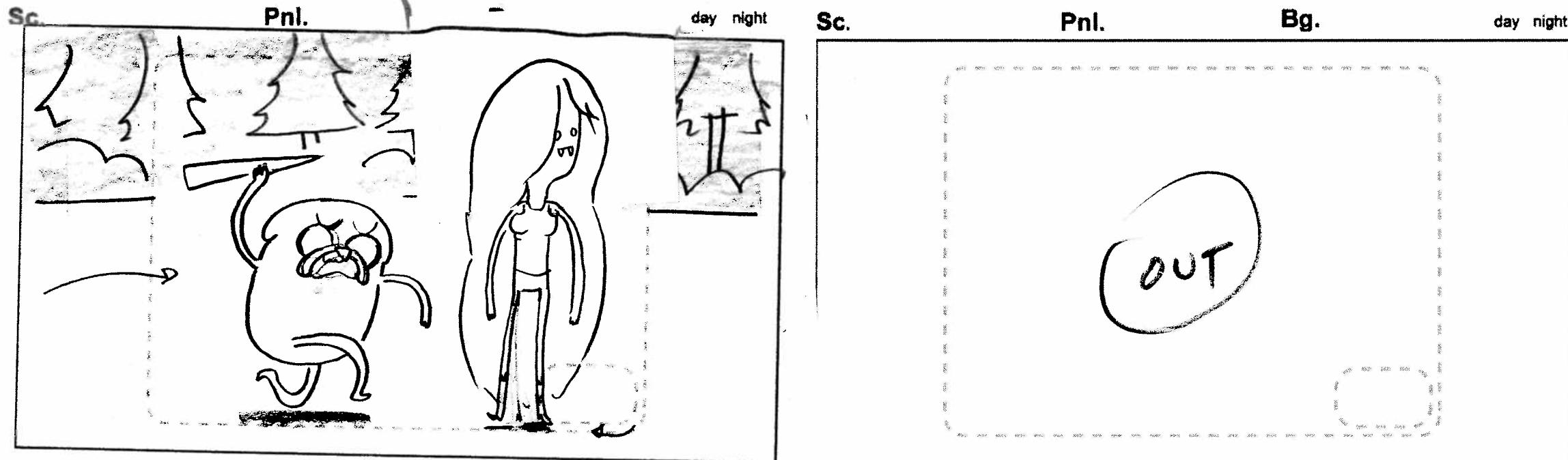
Timing:

# ADVENTURE TIME



Page 129

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Dialog:

✓ AHHHHH

Action:

Timing:

EPISODE #

Production :

# ADVENTURE TIME



Page 130

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Sc.

Pnl.

2

Bg.

day night

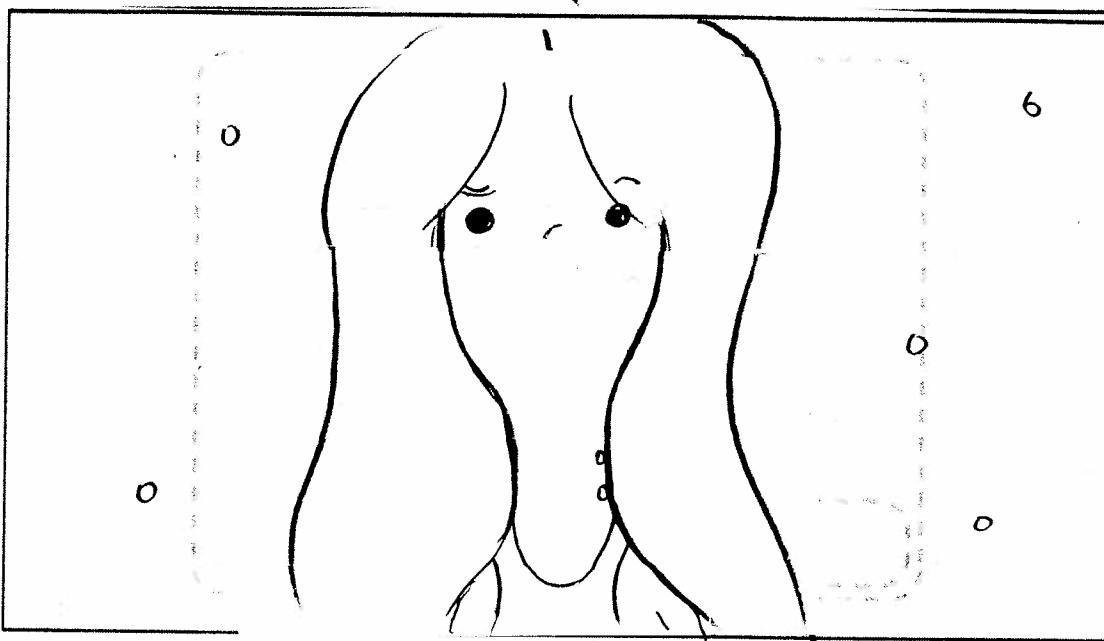
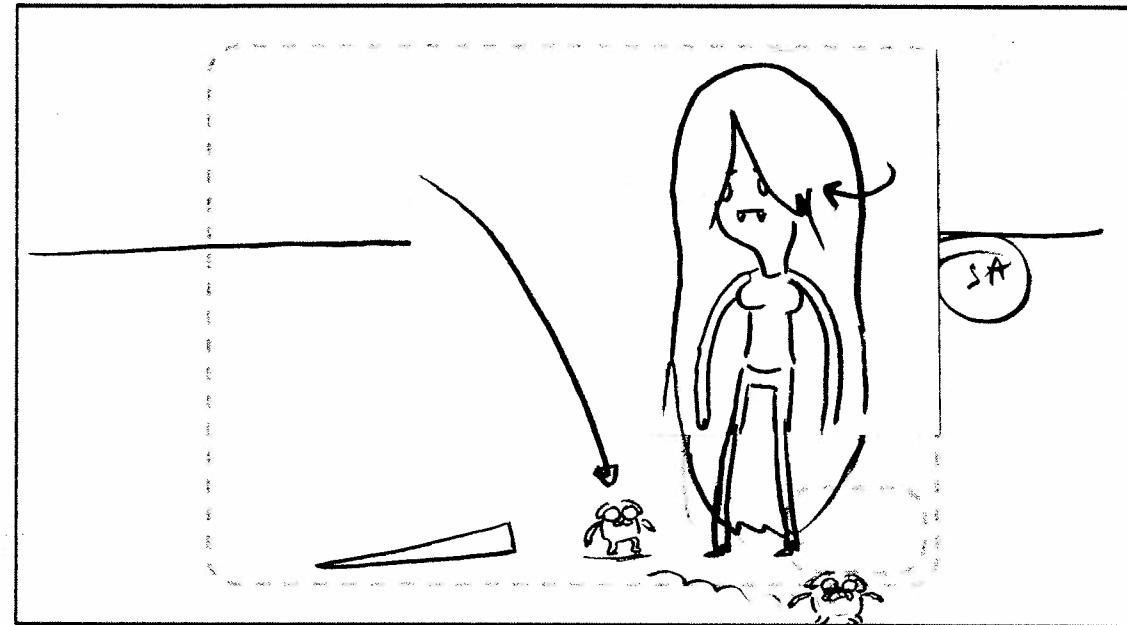
Sc.

Pnl.

1

Bg.

day night



EPISODE #

Dialog:

⑤ (LITTLE SCREAM)

m hm.

Action:

① - SHRINKS DOWN

(when marceline turns.  
Jake shrinks down  
before she can see him.)

② - RUNS off

Timing:

Production :

# ADVENTURE TIME



Page 131

Sc.

Pnl.

Bg.

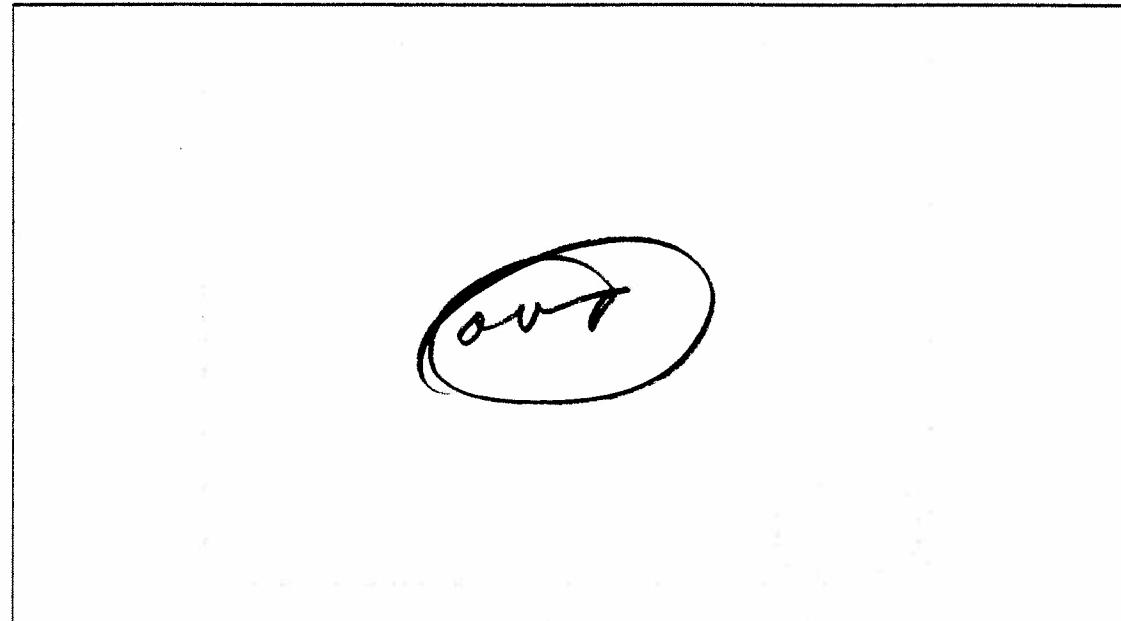
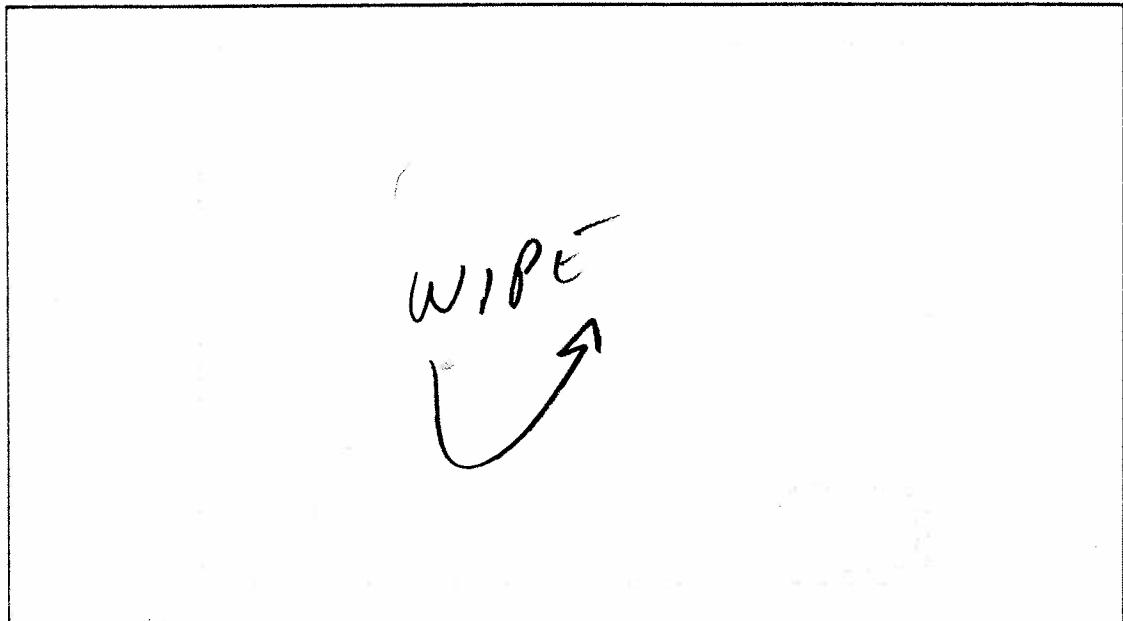
day night

Sc.

Pnl.

Bg.

day night



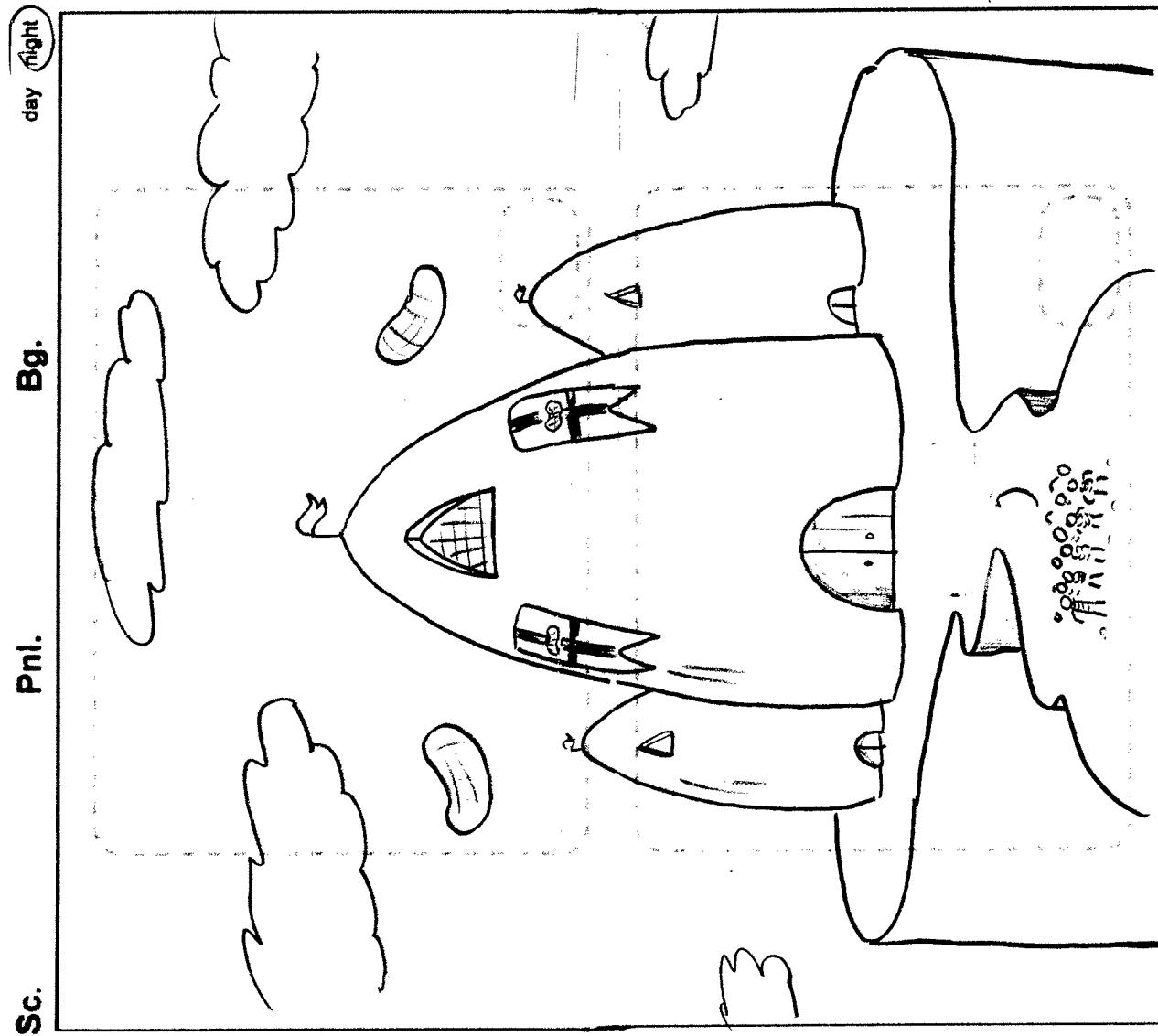
Dialog:

Action:

Timing:

EPISODE #

Production :



ACTION: UNDEAD MARCH CLOSER  
— TO CASTLE.

# ADVENTURE TIME



Page 133

Sc.

Pnl.

Bg.

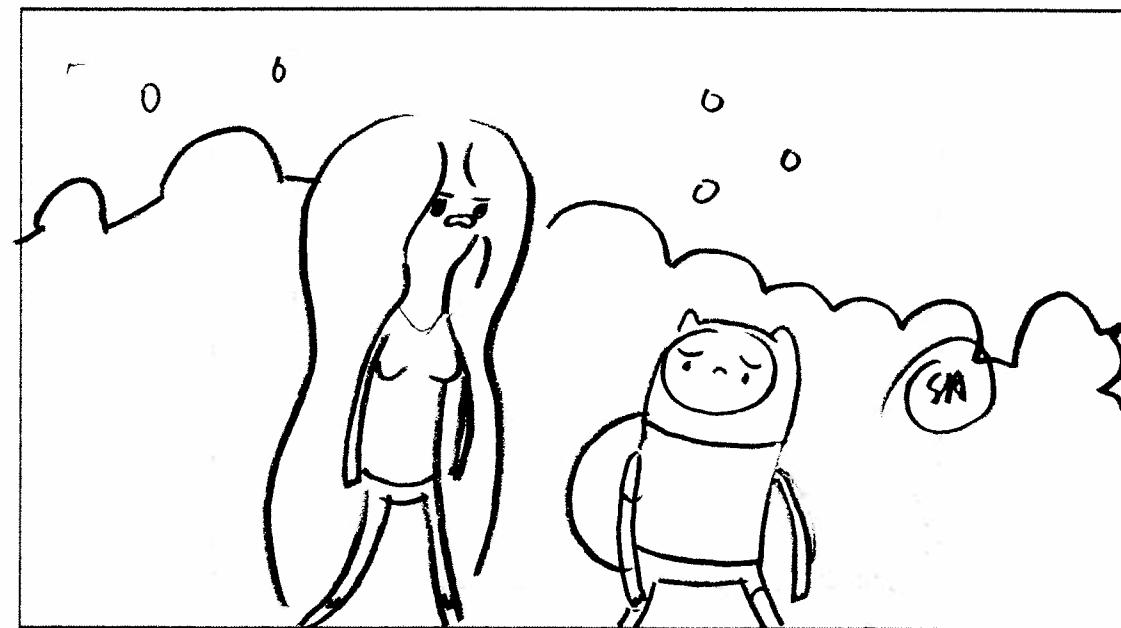
day night

Sc.

Pnl.

Bg.

day night



Dialog:

(m) ARE YOU READY TO HEAR THE  
SCREAMS OF AN ENTIRE CASTLE

AND SEE THE GROUND TURN RED  
WITH CARNAGE AND BLOOD?

Action:

THEY MARCH →

Timing:

EPISODE #

Production :

# ADVENTURE TIME



Page 134

Sc.

Pnl.

Bg.

day night

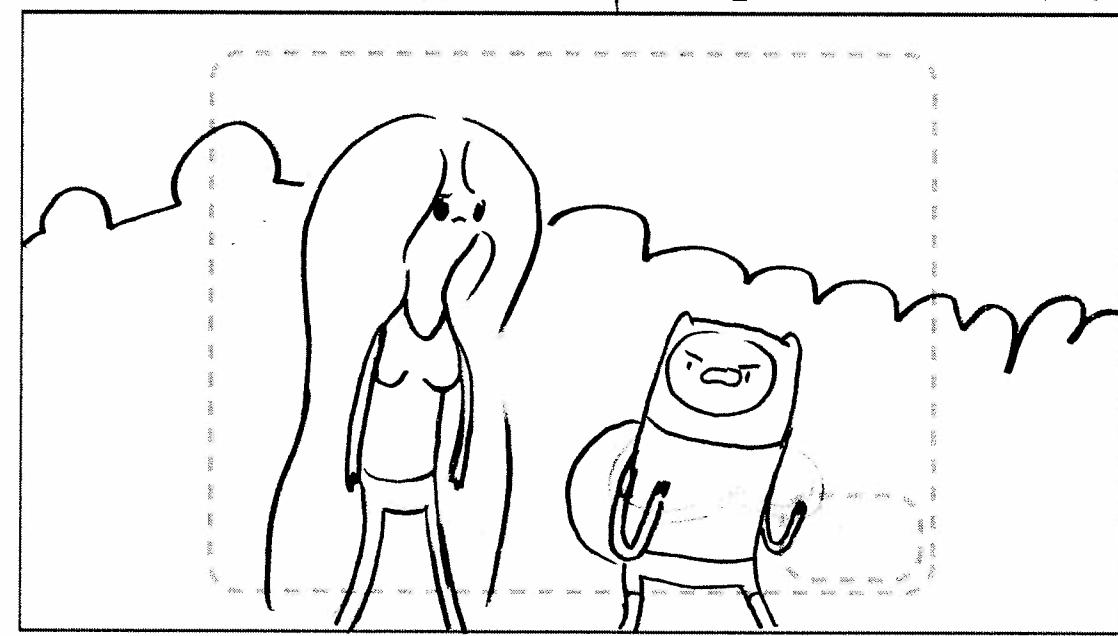
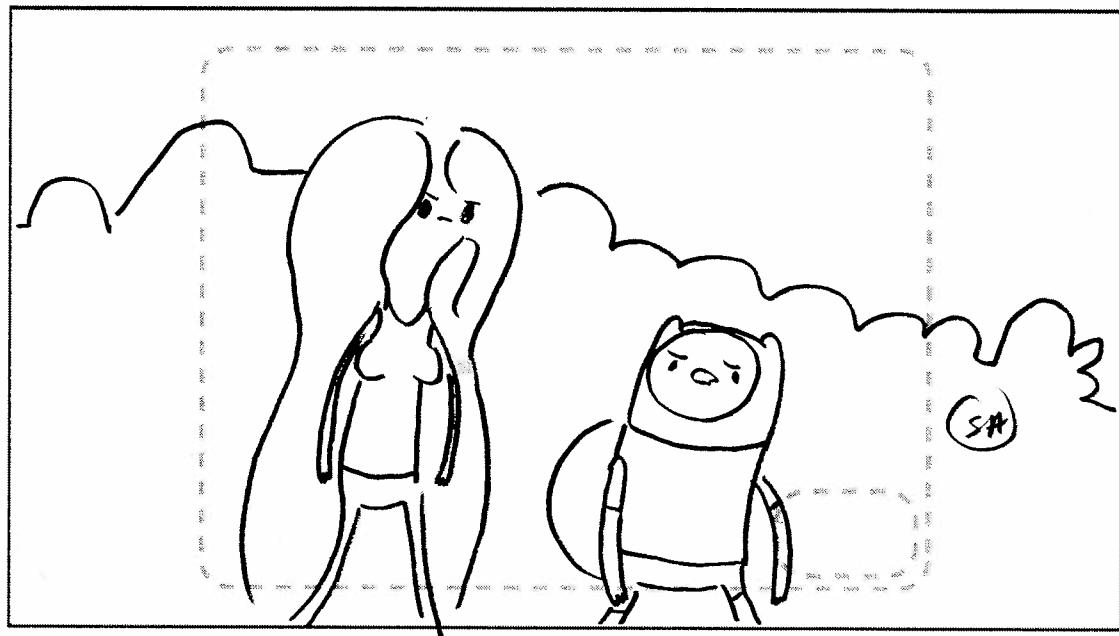
Sc.

Pnl.

Bg.

day night

4



Dialog:

(F) YEA. I'M TOTALLY READY TO



SLAUGHTER INNOCENT  
PEOPLE.

Action:

Timing:

EPISODE #

Production :

# ADVENTURE TIME



Page 135

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Sc.

Pnl.

Bg.

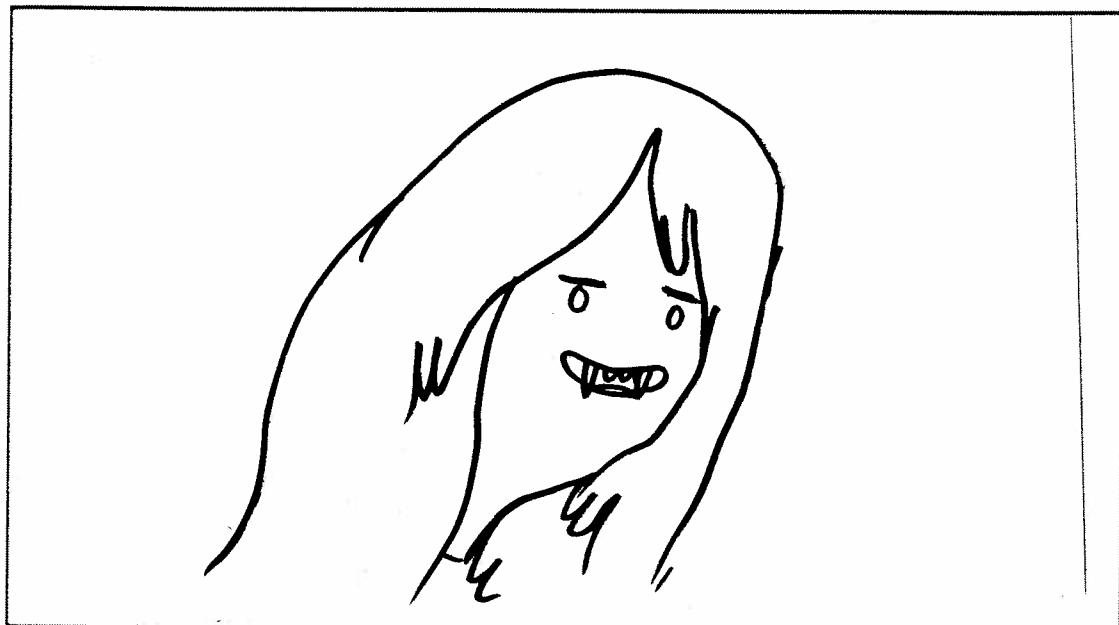
day night

Sc.

Pnl.

Bg.

day night



EPISODE #

Dialog:

(M)

Really?

(F)

SURE... SLAYING  
good honest people?  
That sounds bombastic!

Action:

Timing:

Production :

# ADVENTURE TIME



Page 136

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Sc.

Pnl.

Bg.

day night

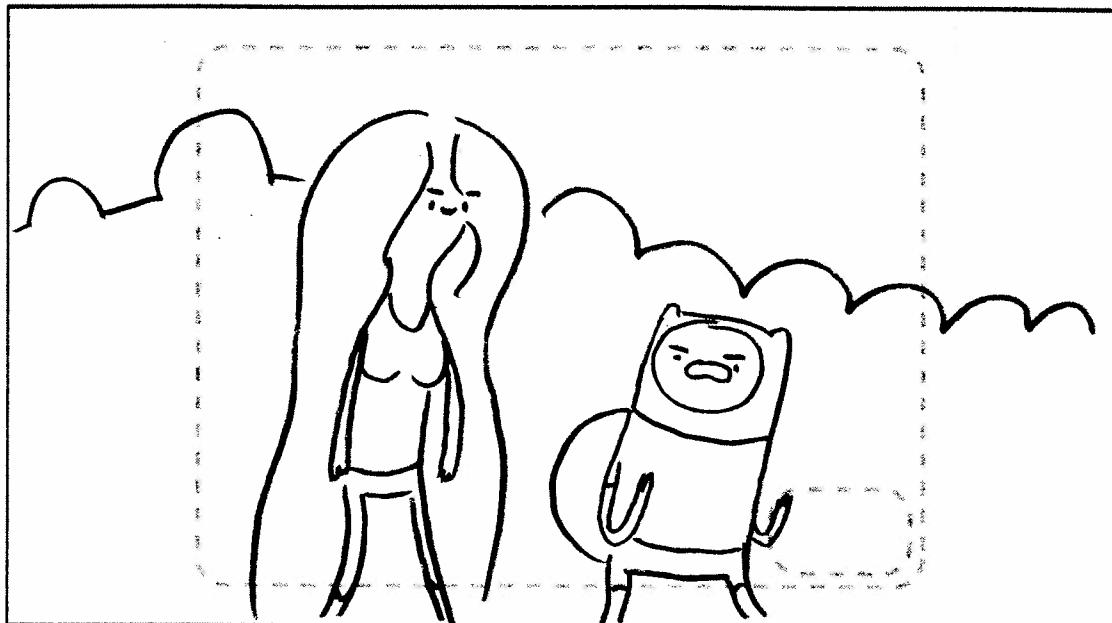
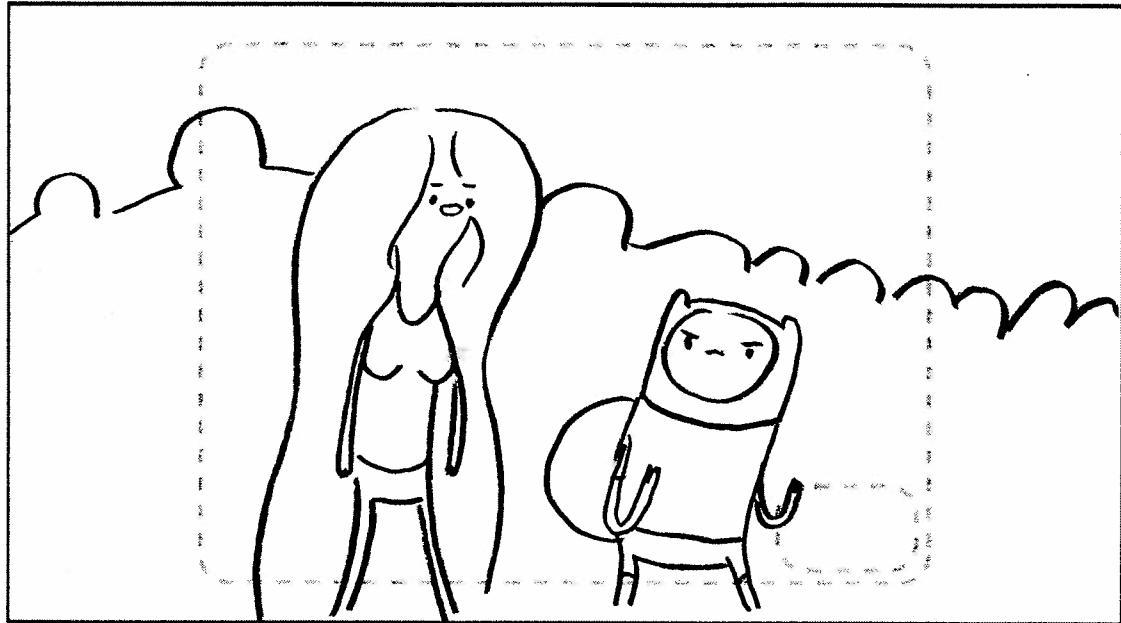
Sc.

Pnl.

6

Bg.

day night



Dialog:

(M) FIN, I'M PLEASED WITH YOUR  
ENTHUSIASM.

(F) MY WORD IS MY WORD.

Action:

Timing:

EPISODE #

Production :

# ADVENTURE TIME



Page 137

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Sc.

Pnl.

Bg.

day night

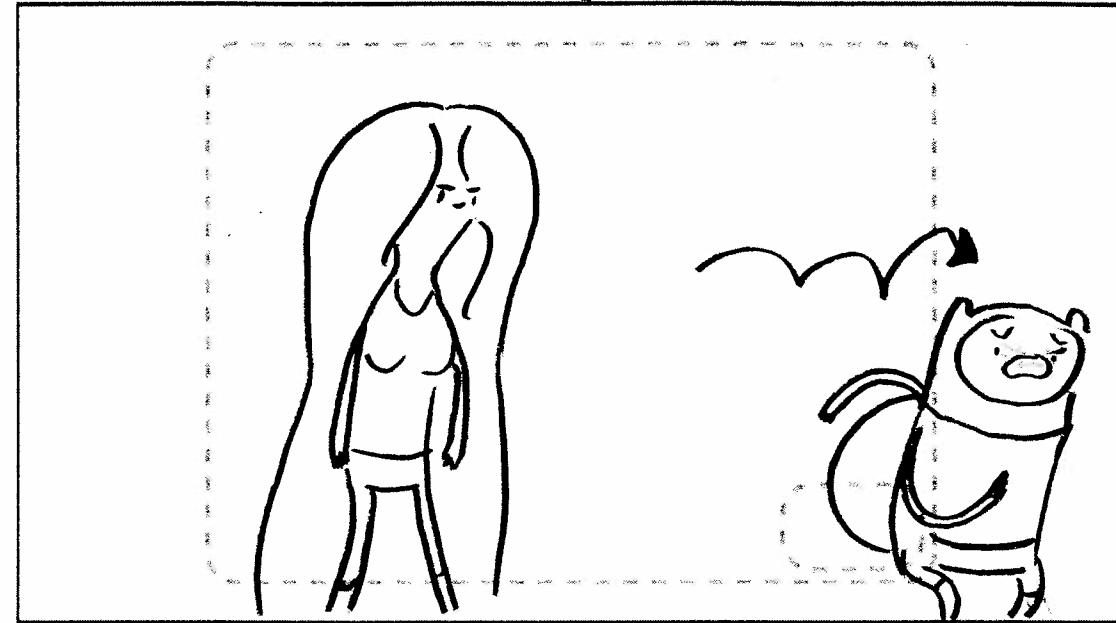
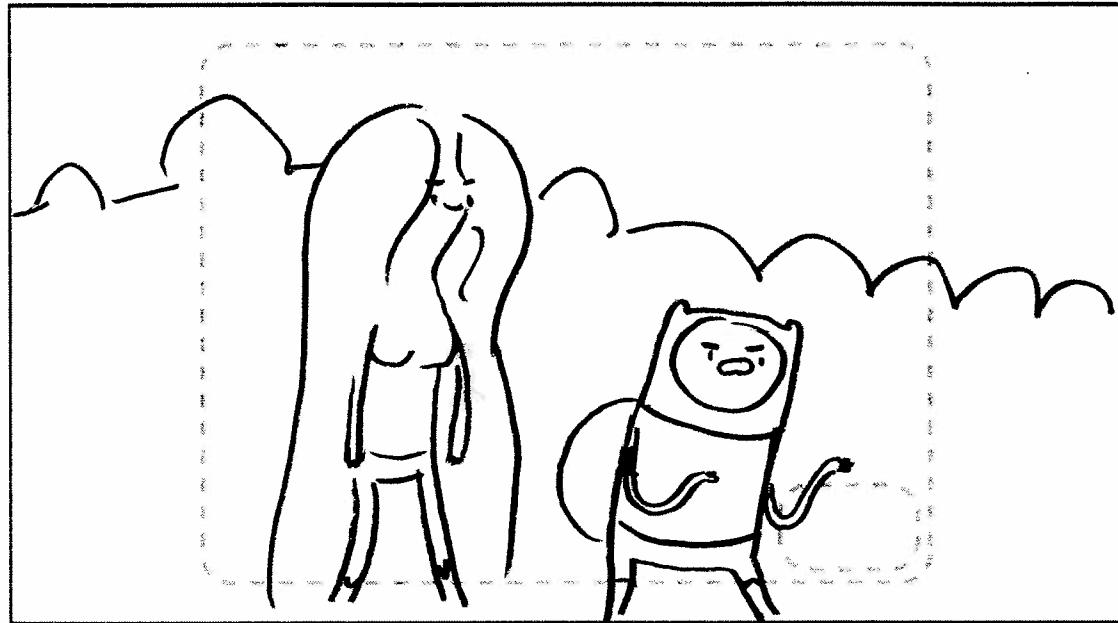
Sc.

Pnl.

Bg.

day night

8



Dialog:

(F) I'M GONNA go check to see how good these people are.. so we can know how good to feel as we murder them.

(RUNS off)

Action:

Timing:

EPISODE #

Production :

# ADVENTURE TIME



Page 138

Sc.

Pnl.

Bg.

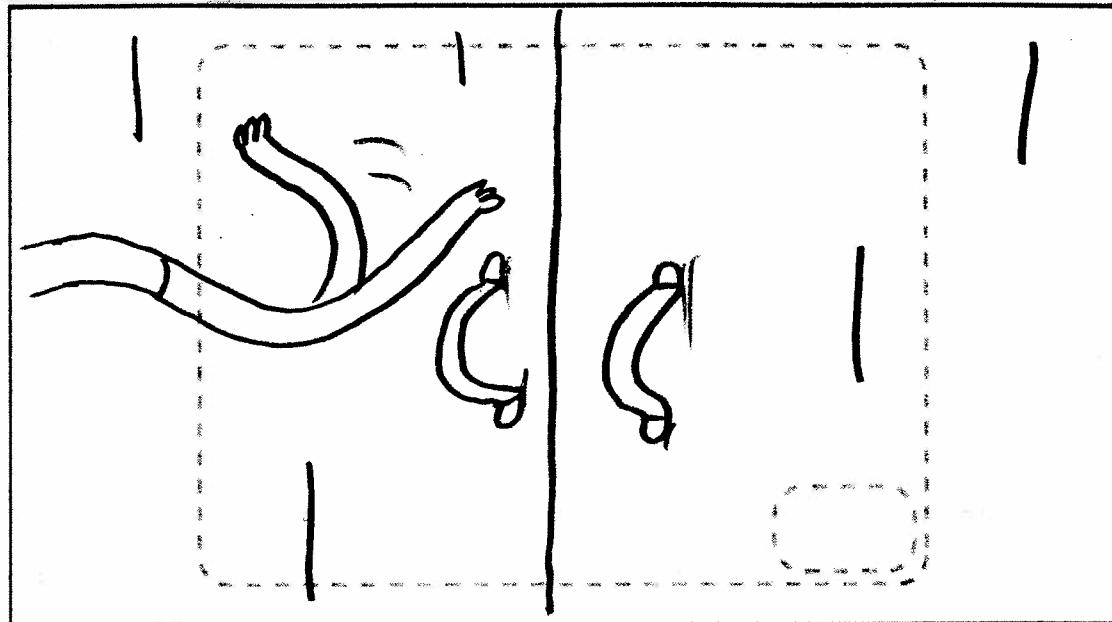
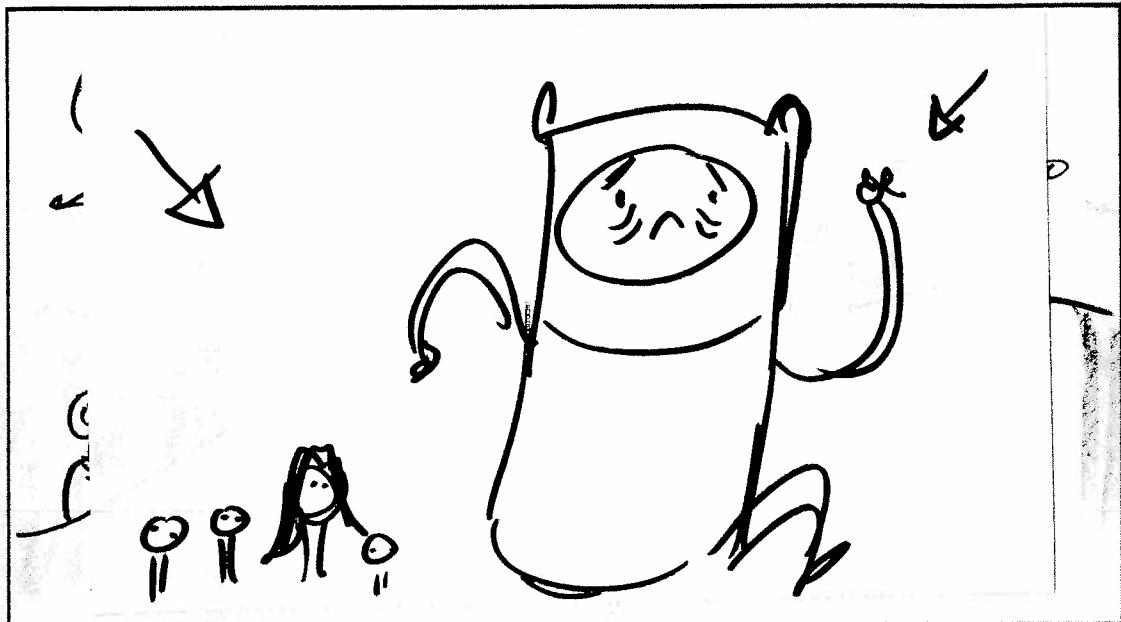
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Sft: KNOCK KNOCK.

Action:

(F) RUNS AHEAD.

Timing:

EPISODE #

Production:

# ADVENTURE TIME



Page 139

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Sc.

Pnl.

Bg.

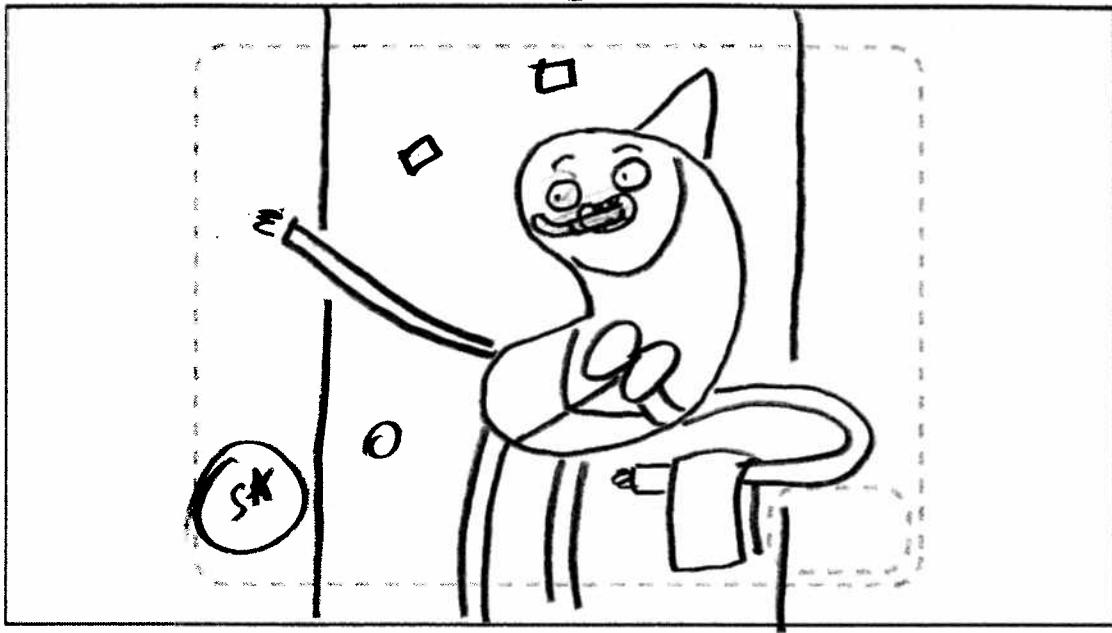
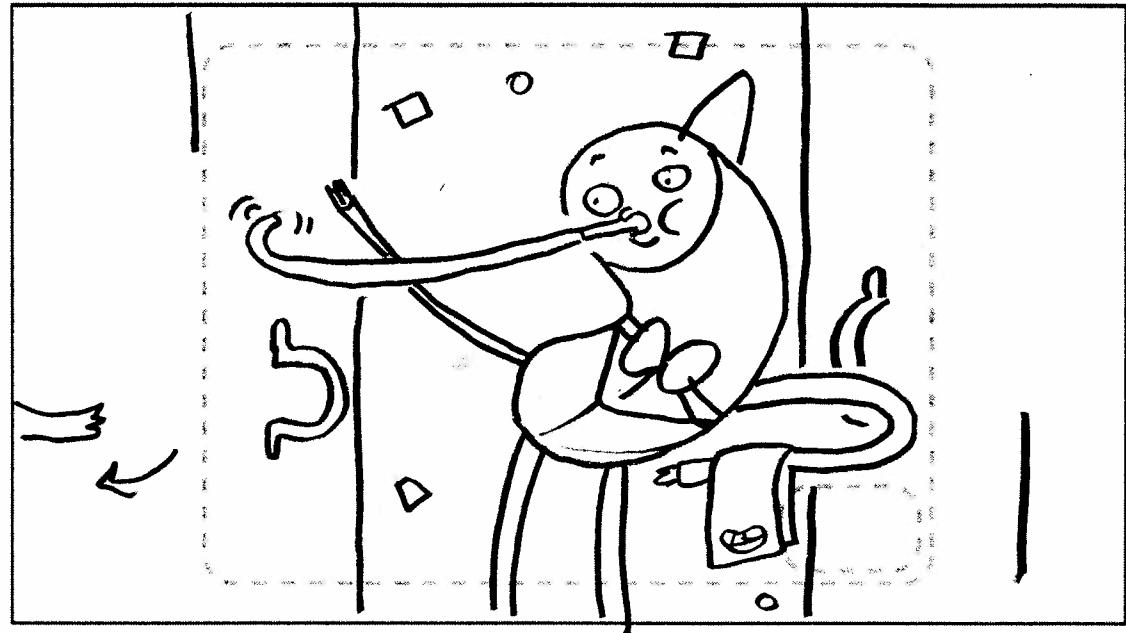
day night

Sc.

Pnl.

Bg.

day night



Dialog:

(SK) TOOOOT!

LISBY: YEEEEEESSS?

Action:

Timing:

EPISODE #

Production :

# ADVENTURE TIME



Page 140

Sc.

Pnl.

1

Bg.

day night

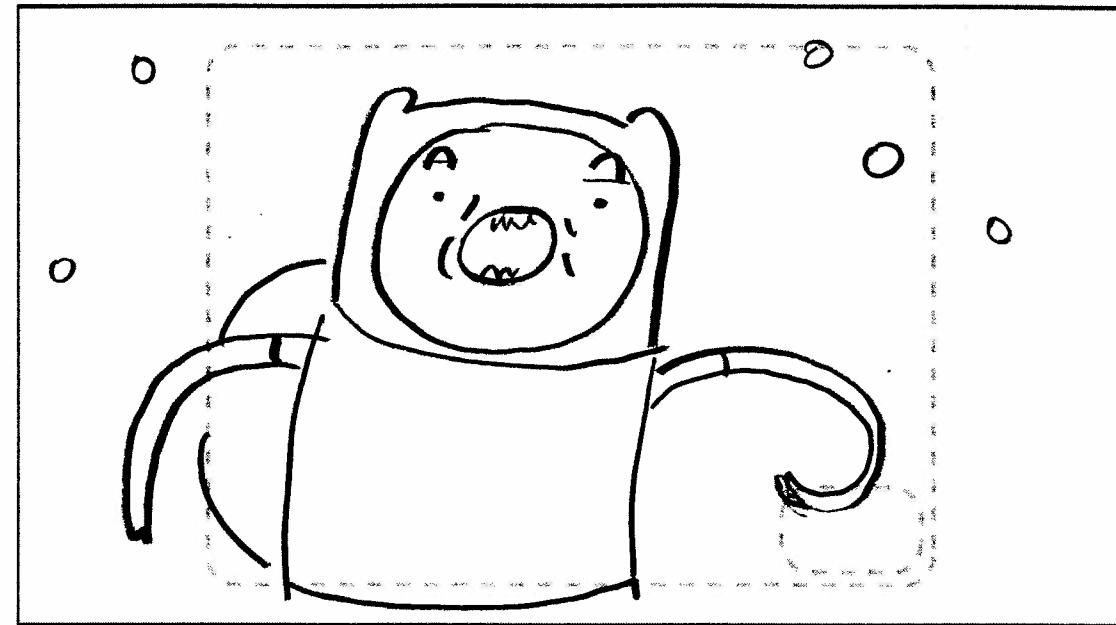
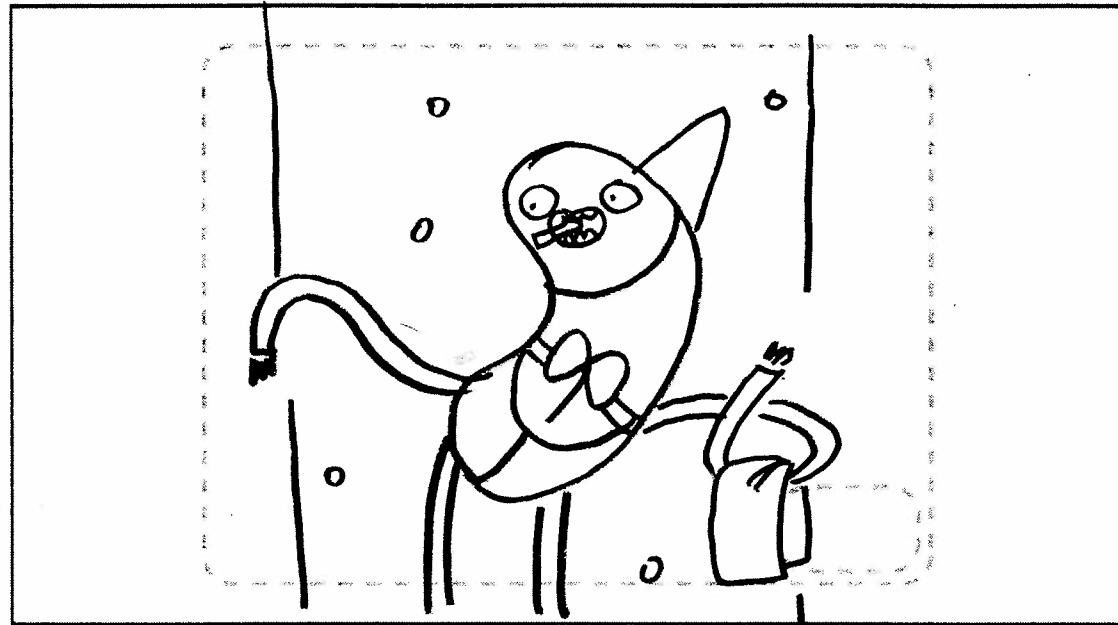
Sc.

Pnl.

1

Bg.

day night



Dialog:

✓ DUKE and duchess of NUTS  
RESIDENCE .

(F)

MY BOSS IS (GONNA)  
SACK YOUR (CASTLE)

Action:

Timing:

EPISODE #

Production :

# ADVENTURE TIME



Page 141

EPISODE #

Production :

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Sc.

Pnl.

Bg.

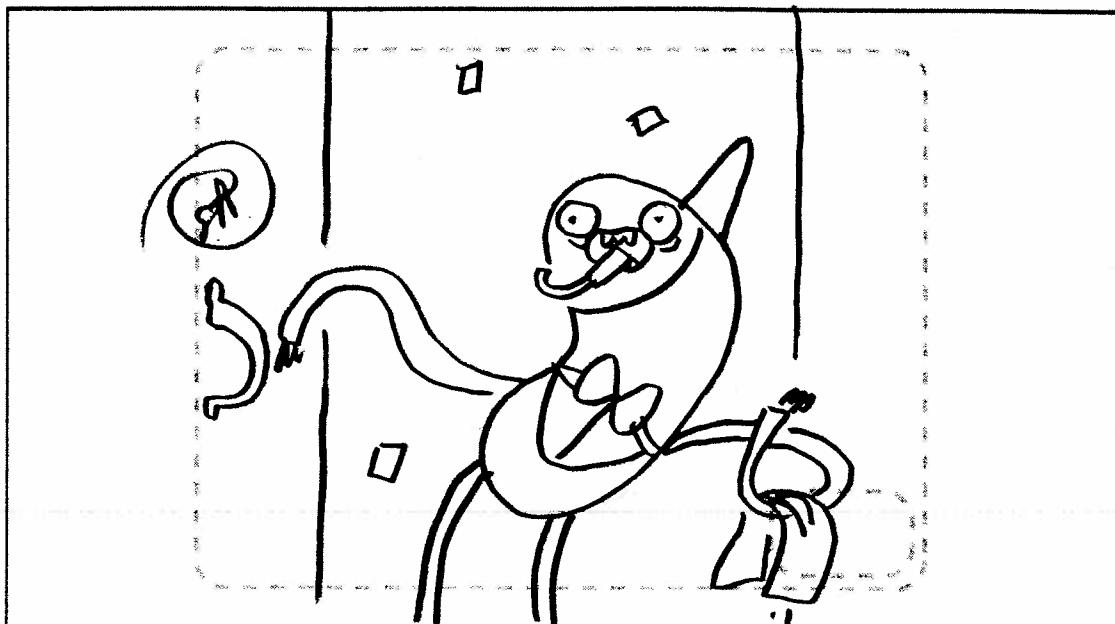
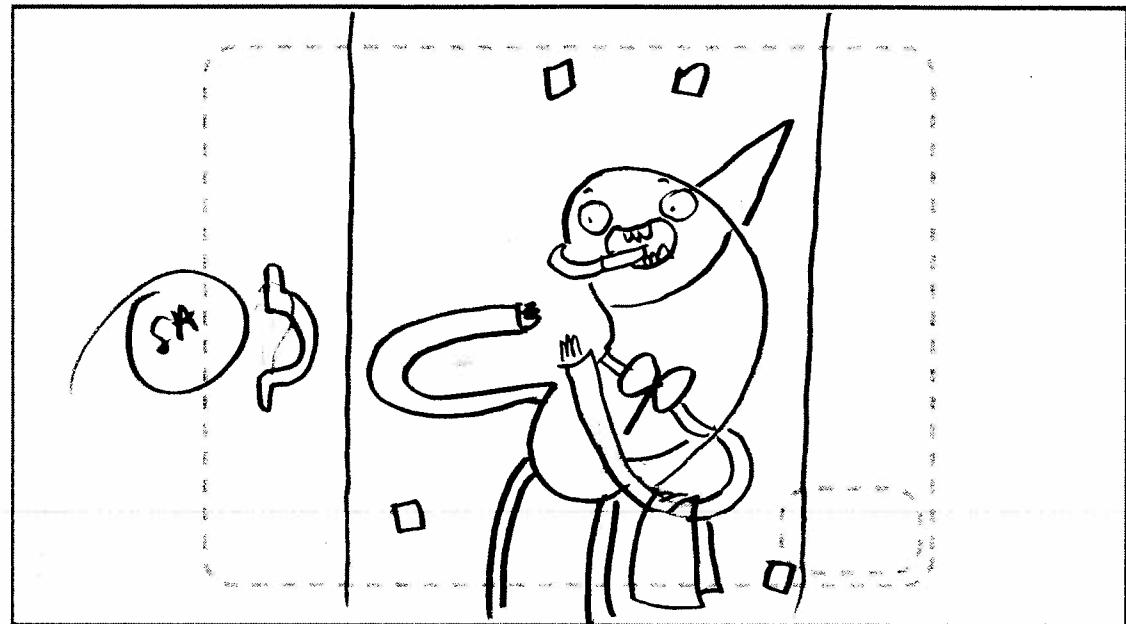
day night

Sc.

Pnl.

Bg.

day night



Dialog:

OH !

WELL THAT'S CERTAINLY  
BAD NEWS .

Action:

Timing:

# ADVENTURE TIME



Page 142

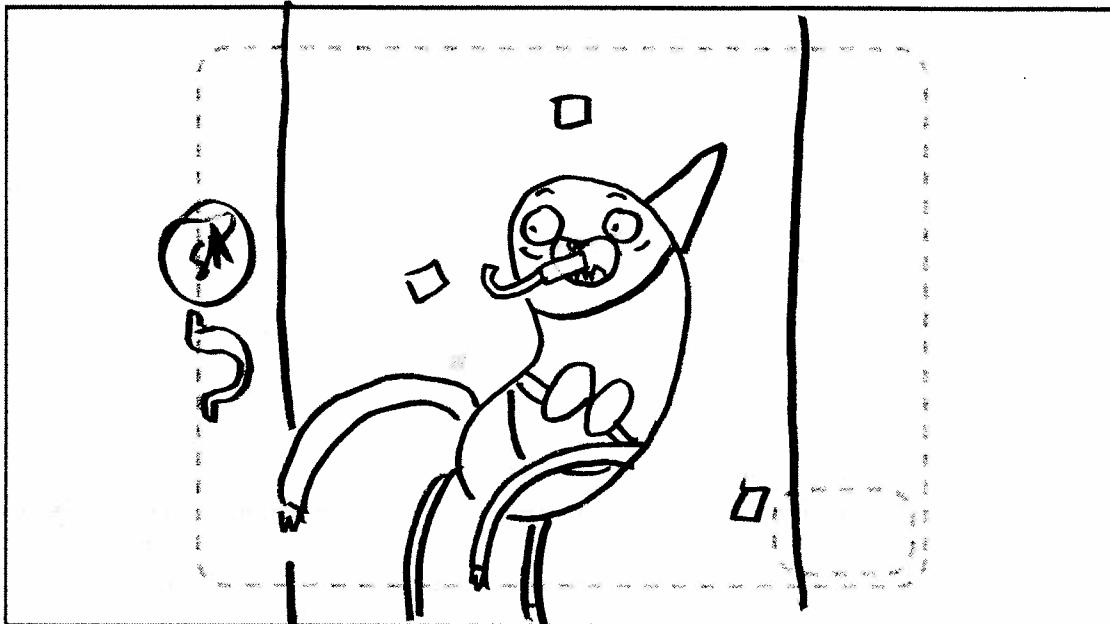
Sc.

Pnl.

3

Bg.

day night



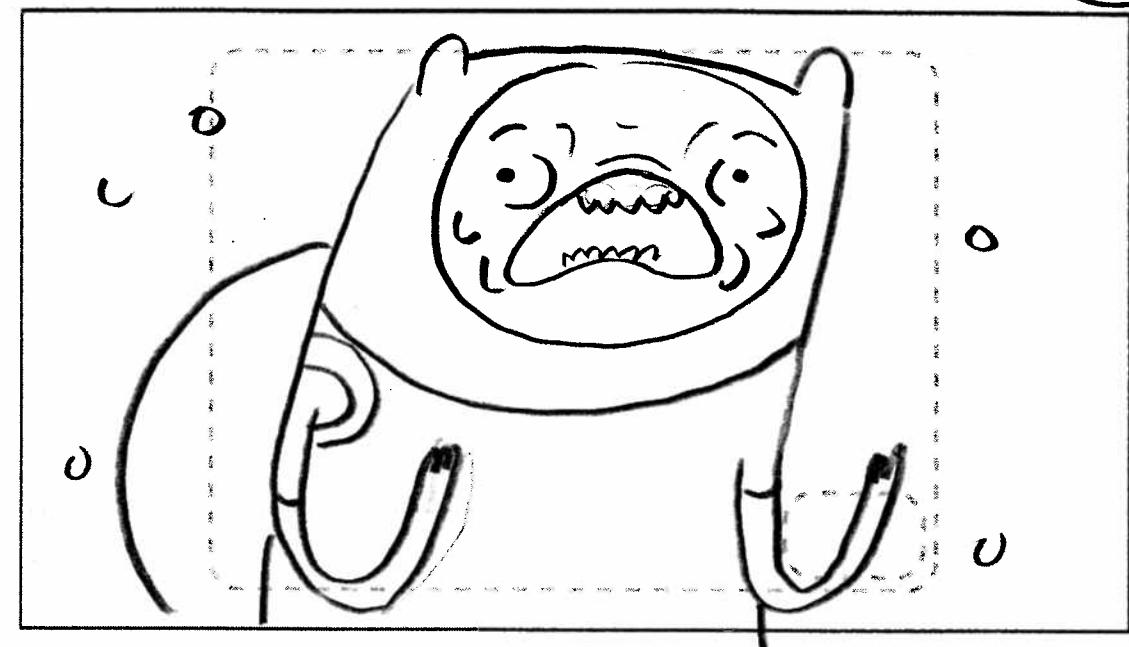
Sc.

Pnl.

1

Bg.

day night



Dialog:

FOR US.

(F) GRAB EVERYONE AND  
GET OUT!

Action:

Timing:

EPISODE #

Production :

# ADVENTURE TIME



Page 143

Sc.

Pnl.

Bg.

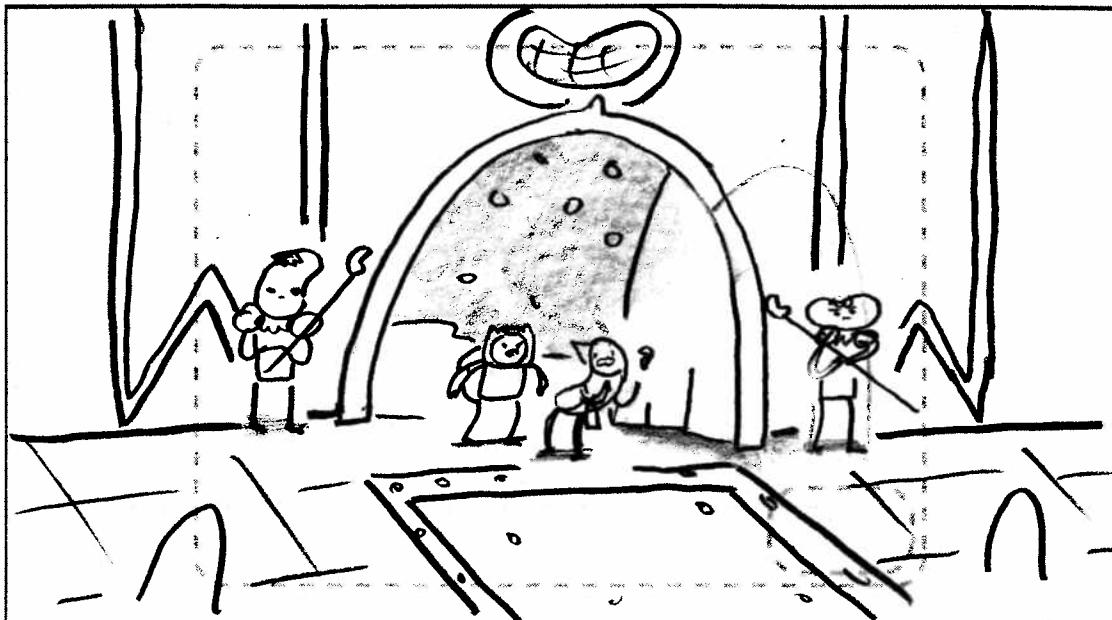
day night

Sc.

Pnl.

Bg.

day night



Dialog:

DUKE OF NUTS: LISBY! WHO IS  
AT THE DOOR?

(L) SOMEONE WHO WISHES TO  
SACK THE NUT castle!

Action:

PEOPLE DANCIN' / confetti fallin'.

Timing:

EPISODE #

Production :

# ADVENTURE TIME



Page

144

Sc.

Pnl.

1

Bg.

day night



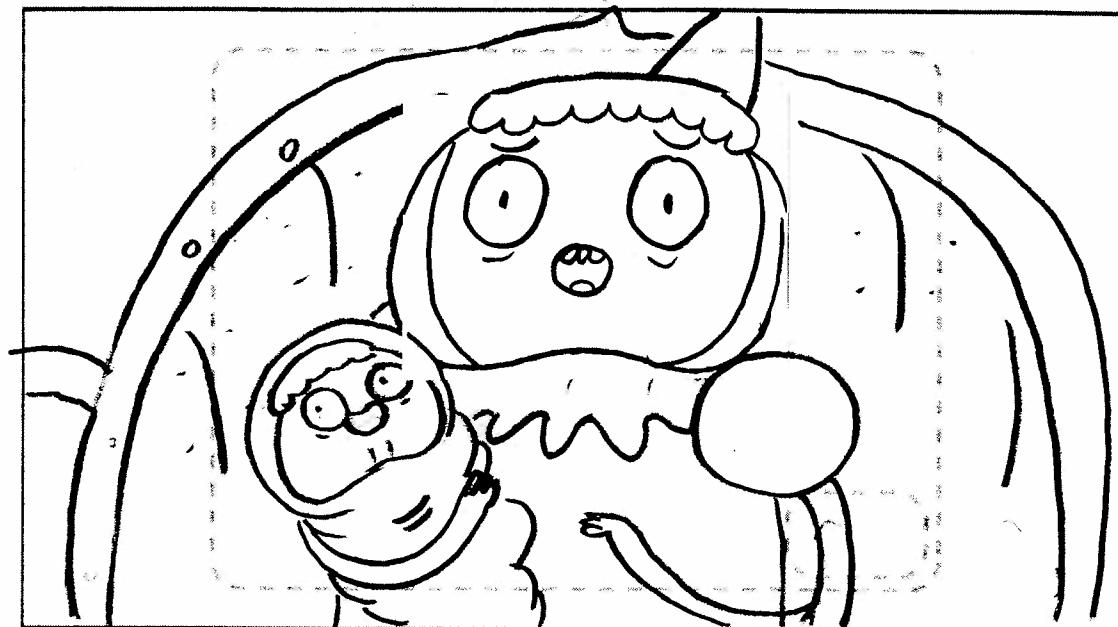
Sc.

Pnl.

1

Bg.

day night



Dialog:

Duke: Gasp !!

Action:

Timing:

Duke: ~~Oh my~~. Why would you want to sack my NUT castle on my second ~~1~~ son's first Birthday?

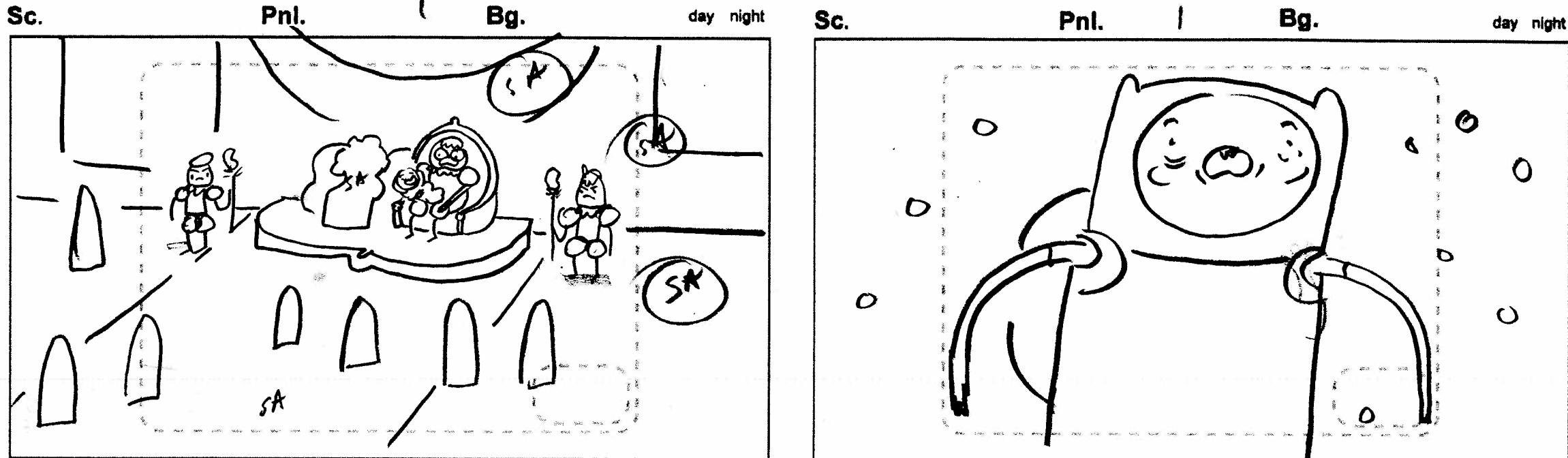
EPISODE #

Production :

# ADVENTURE TIME



Page 145



EPISODE #

Dialog:

DN

GUARDS SEIZE HIM!

F

NO!

Action:

Timing:

Production :

# ADVENTURE TIME



Page 146

EPISODE #

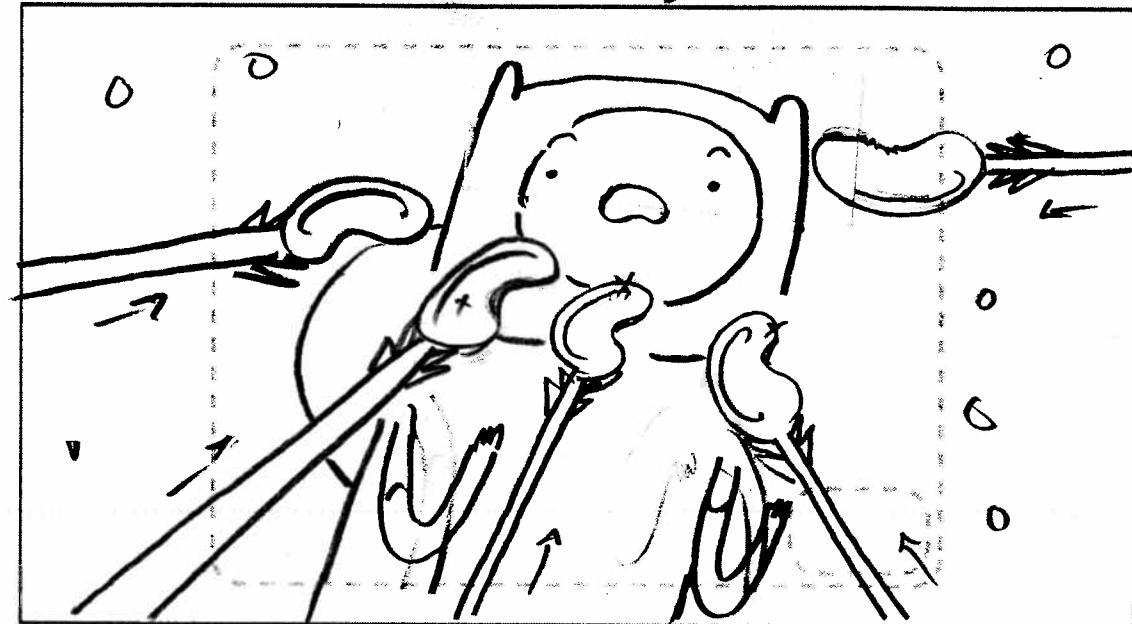
Production :

Sc.

Pnl.

✓ Bg.

day night

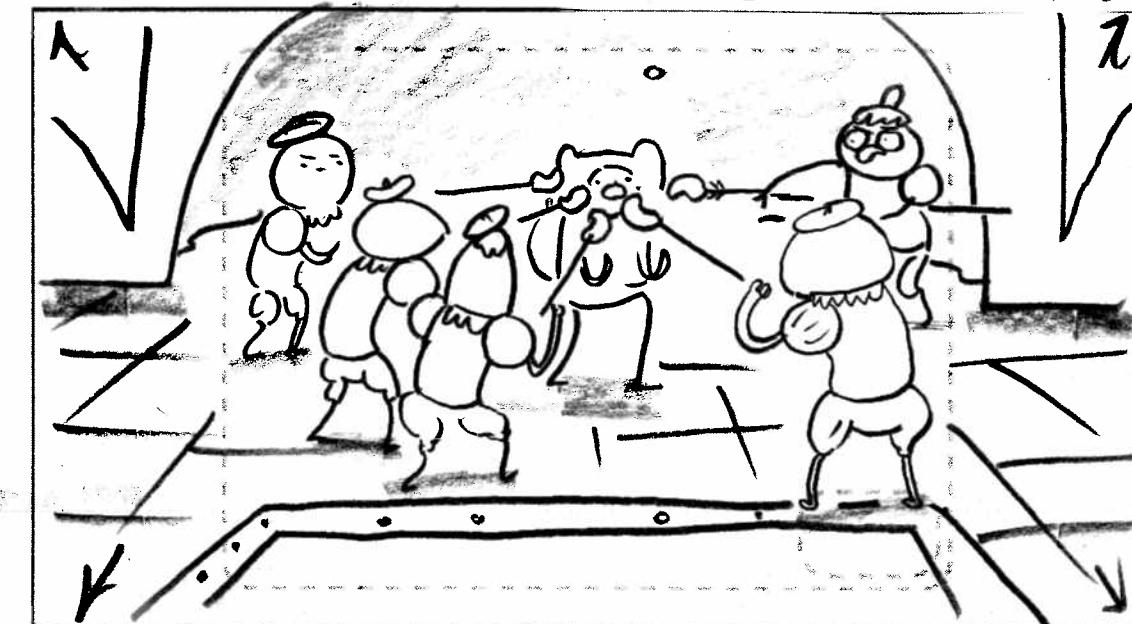


Sc.

Pnl.

Bg.

day night



Dialog:

Action:

NUT SPEARS COME INTO SHOT.

- PULL OUT  
- NUT SPEARS GRAURO SURROUND FINN.

Timing:

# ADVENTURE TIME



Page

147

Sc.

Pnl.

Bg.

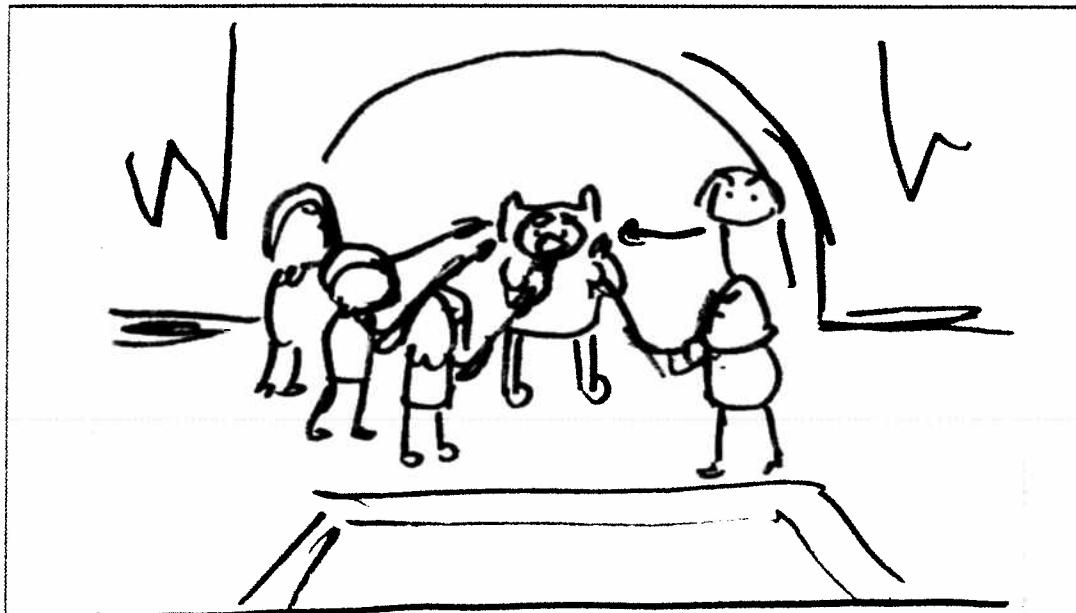
day night

Sc.

Pnl.

Bg.

day night



Dialog

F: Wait! no !!

Put down your  
nut spears !!  
we have no time for  
this !!

Action

Timing:

( Distance )

SFX: Feet stomping  
/ marching

EPISODE #

Production :

# ADVENTURE TIME



Page 148

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Sc.

Pnl.

Bg.

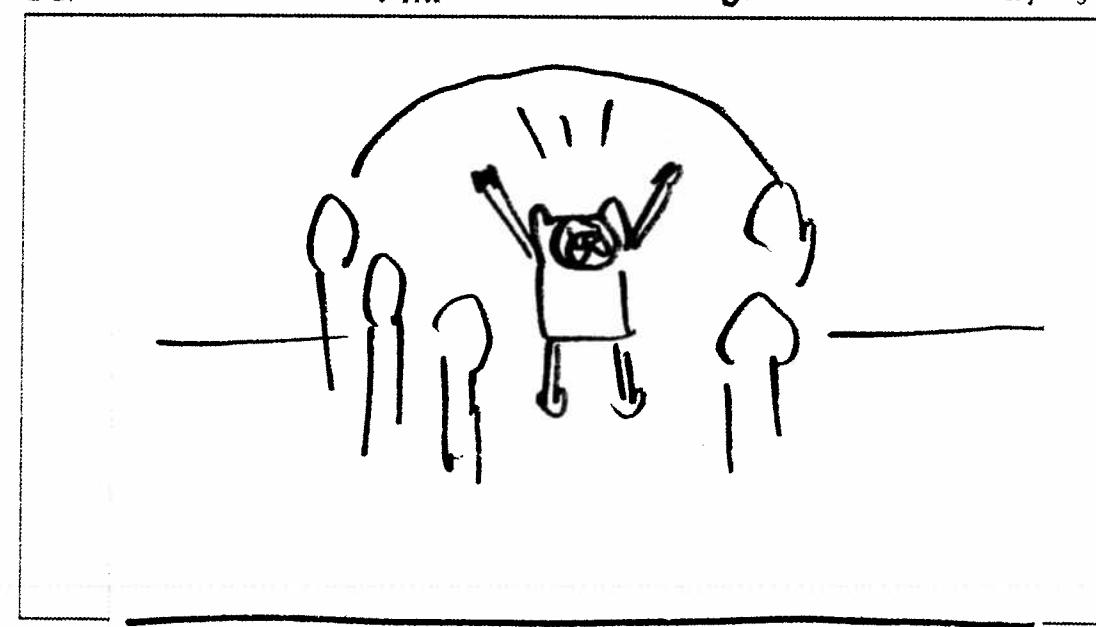
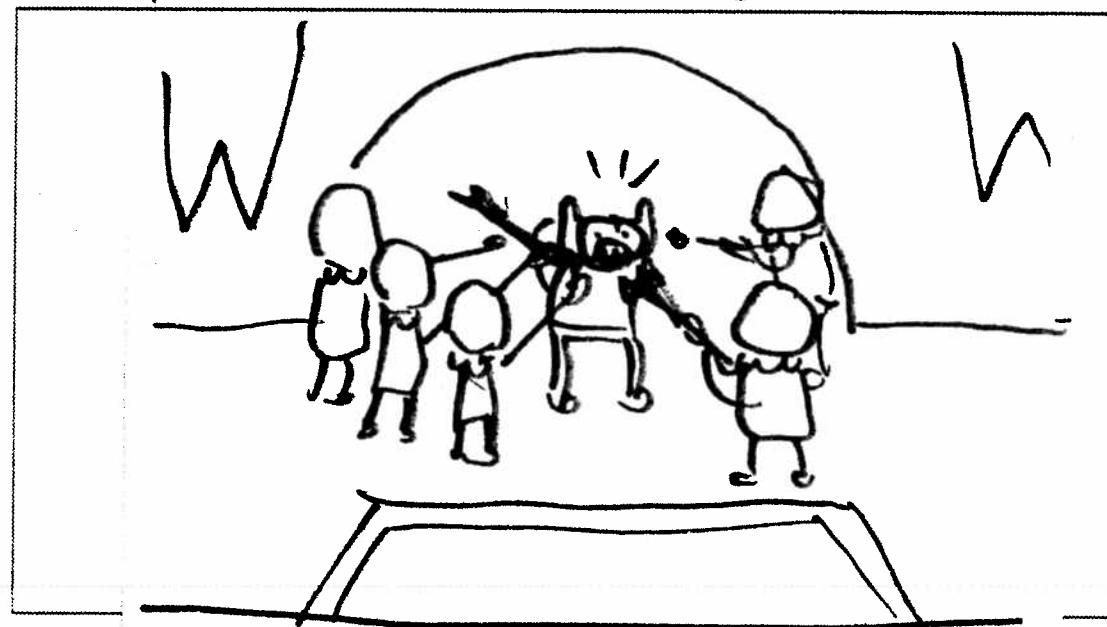
day night

Sc.

Pnl.

Bg.

day night



Dialog:

F: listen !!  
You hear that ?

Action:

Timing:

F: My master . .  
Who 's a terrifying  
vampire, is marching  
in with her army  
of the <sup>undead</sup> !!  
This castle will !  
be destroyed !!

EPISODE #

Production :

# ADVENTURE TIME



Page 149

Sc.

Pnl.

Bg.

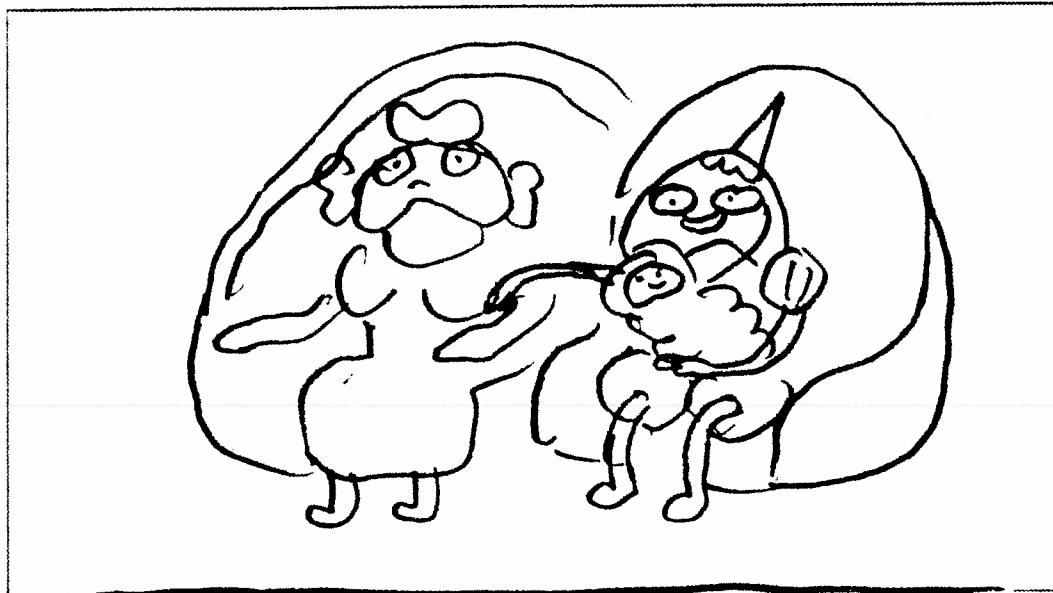
day night

Sc.

Pnl.

Bg.

day night



Dialo

Duke: Oh - !  
Don't be ridiculous  
~~here~~ <sup>there</sup> only  
having a party ~~here~~...

Actio

Timing:

F: ~~h~~ ! I'm  
serious !!  
~~she's~~ she's on her  
way to ~~annihilate~~ annihilate!

EPISODE #

Production:

# ADVENTURE TIME



Page 150

Sc.

Pnl.

Bg.

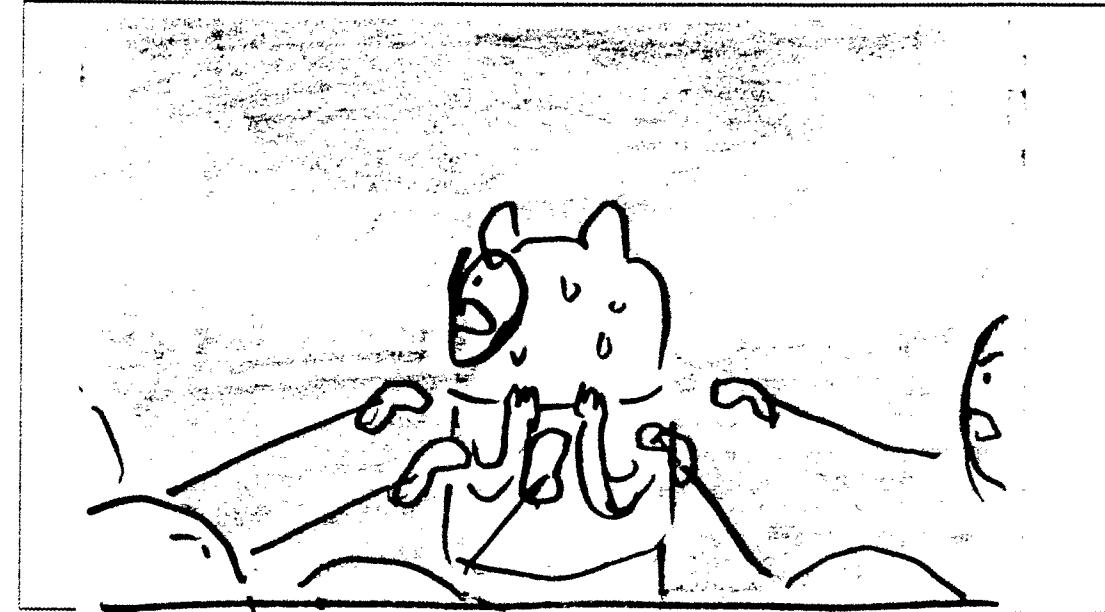
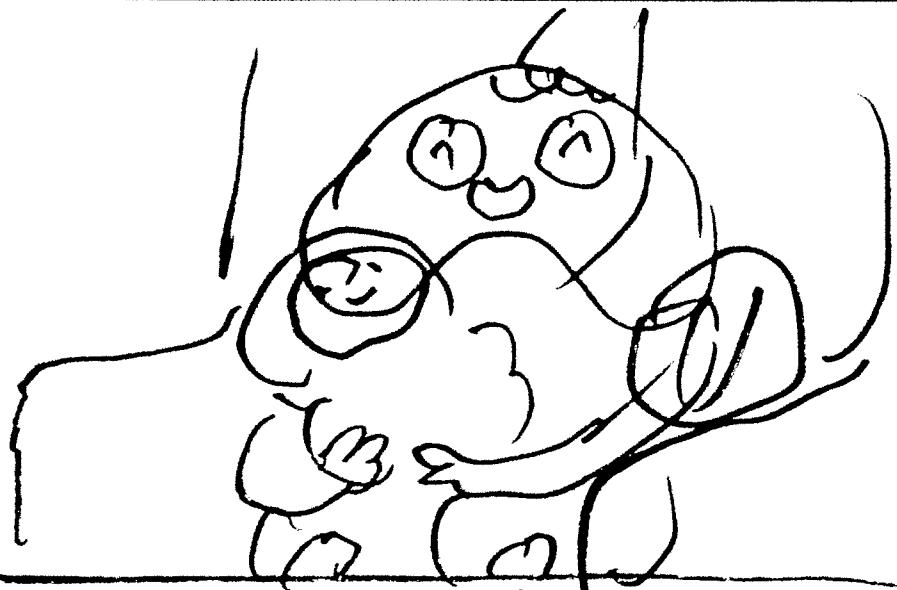
day night

Sc.

Pnl.

Bg.

day night



Dialog

D: that's so

c

Funny!

Action

Timing:

F: Ughh . . .

(SFX: marching getting closer)

EPISODE #

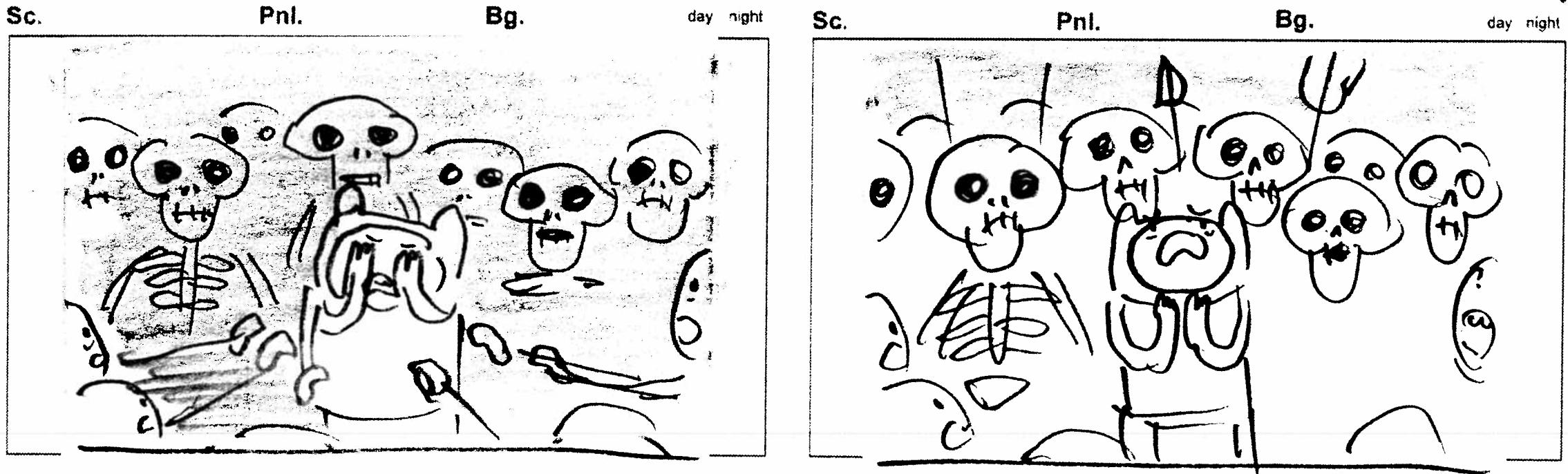
Production :

# ADVENTURE TIME



Page

151



Dialog

(SFX: Marching  
gets closer and  
stops)

Action

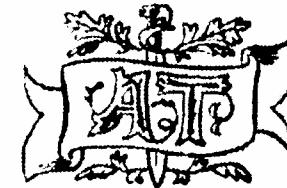
Timing:

F: Now it's  
too late ..

EPISODE #

Production

# ADVENTURE TIME



Page 152

EPISODE #

Production:

Sc.

Pnl.

Bg.

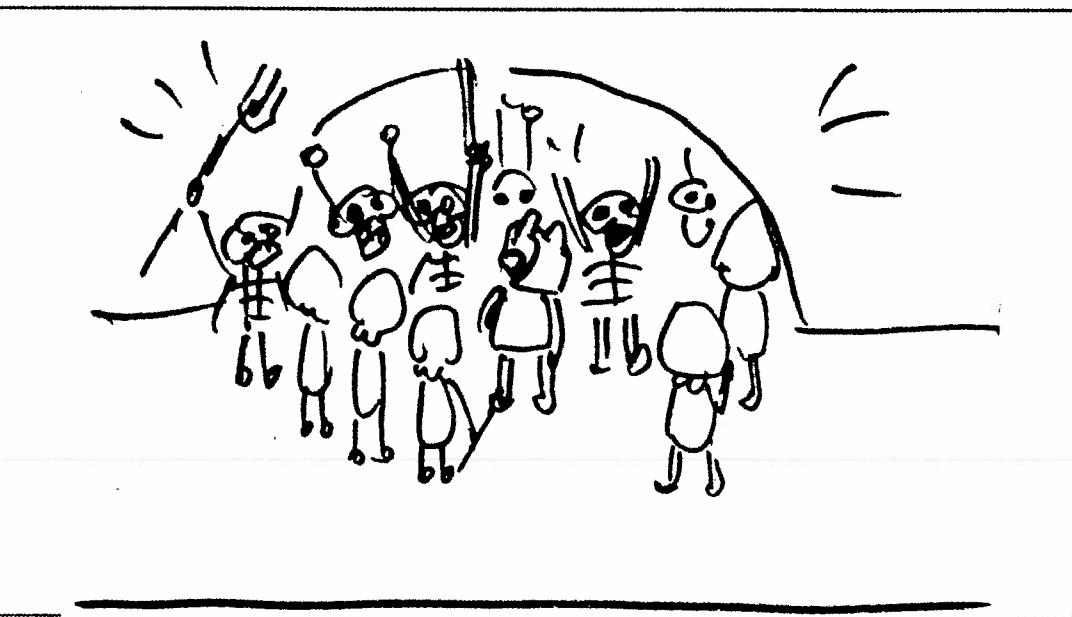
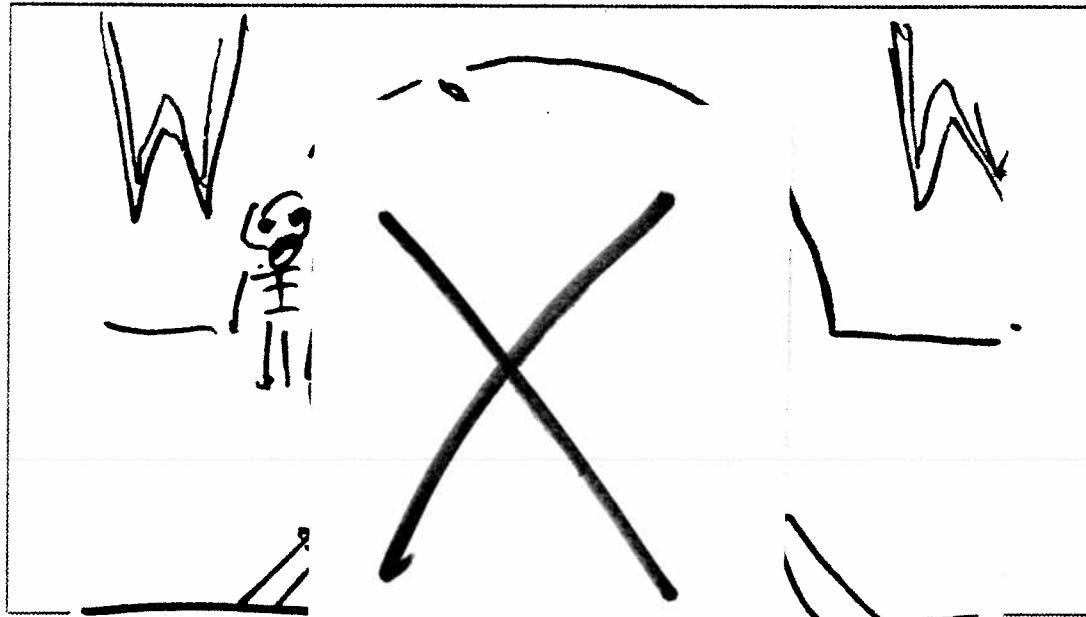
day night

Sc.

Pnl.

Bg.

day night



Dialc  
Skeletal  
dude  
place down!! this

Actic

Timing:

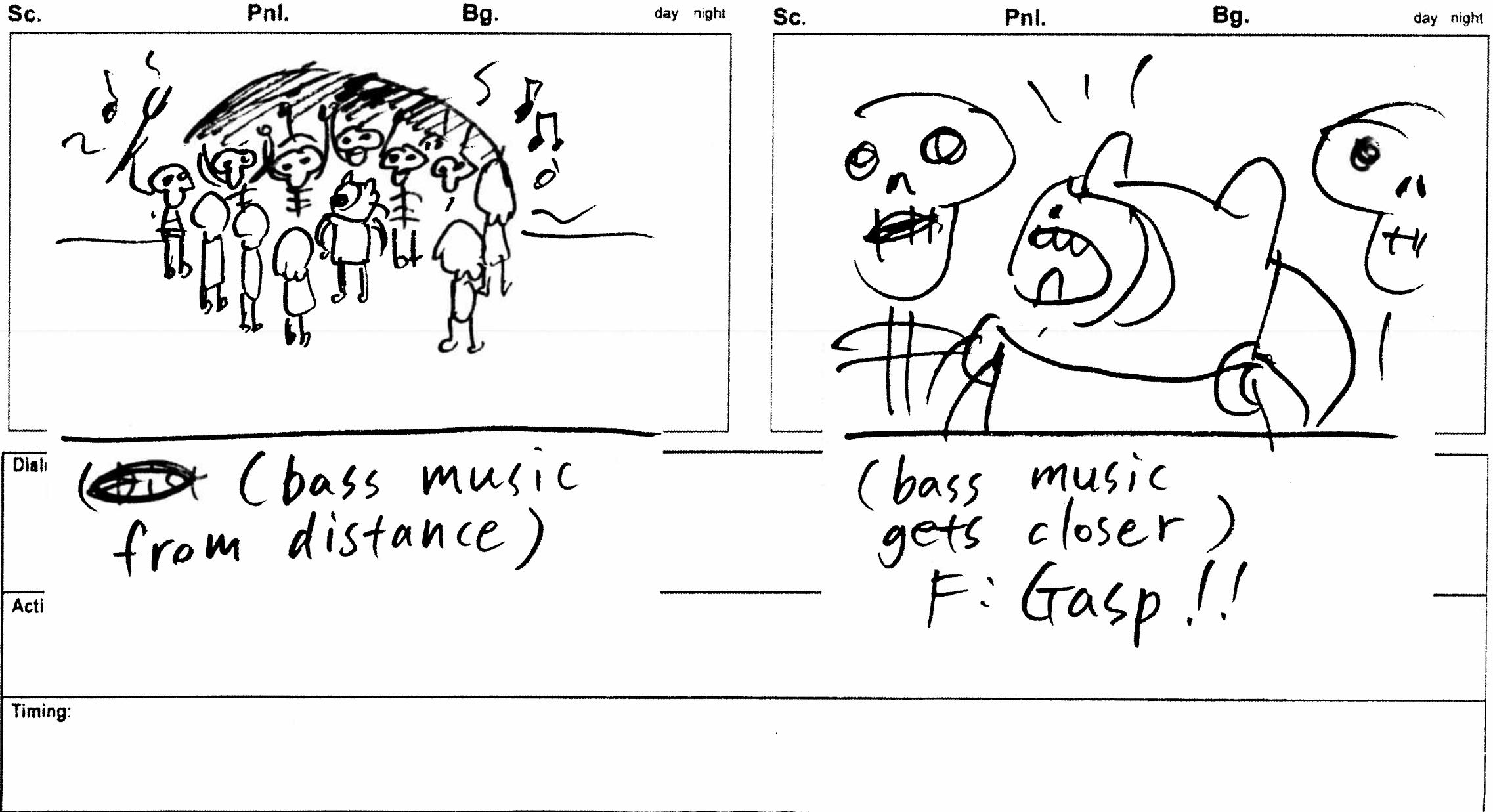
Skeletons:  
Wuu — h — !

# ADVENTURE TIME



Page 153

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# ADVENTURE TIME



Page

154

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Sc.

Pnl.

Bg.

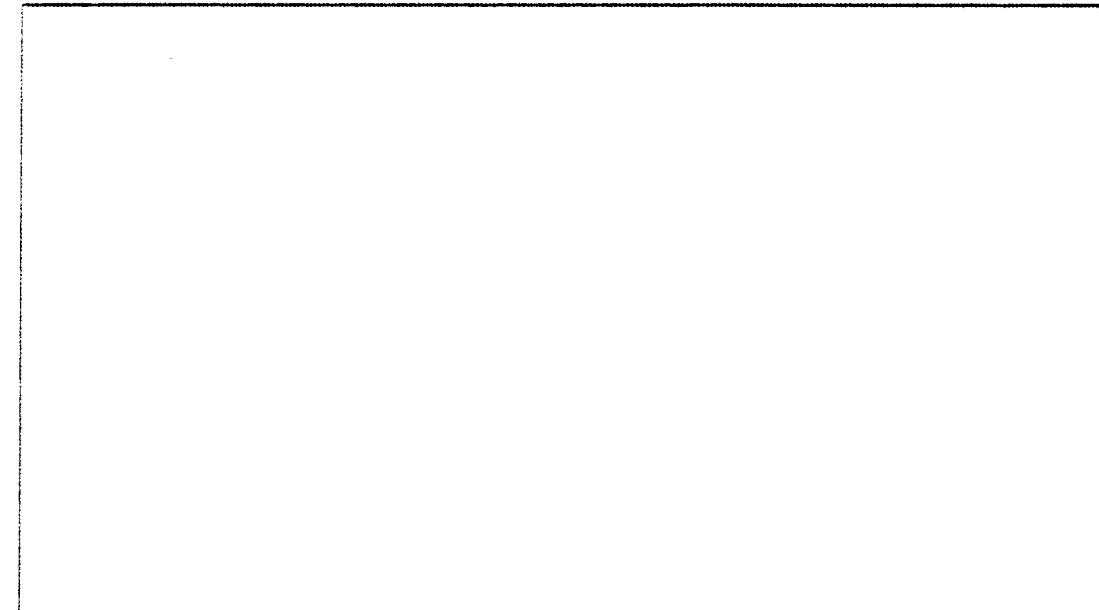
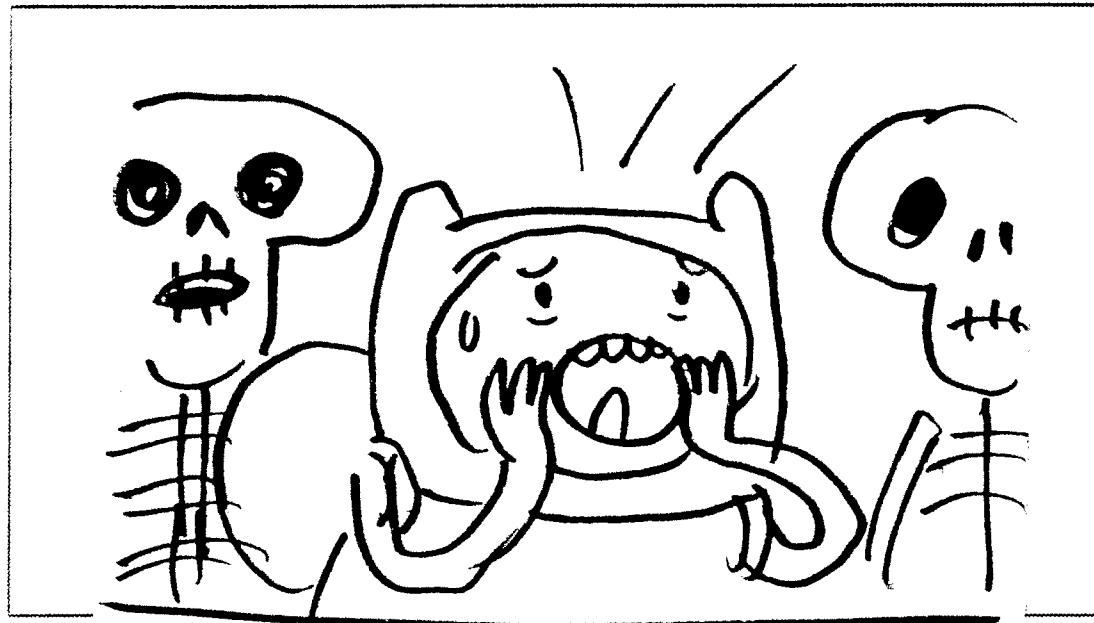
day night

Sc.

Pnl.

Bg.

day night



Dialog

F: Everybody!!  
Run for your  
lives!!!

Action

Timing:

EPISODE #

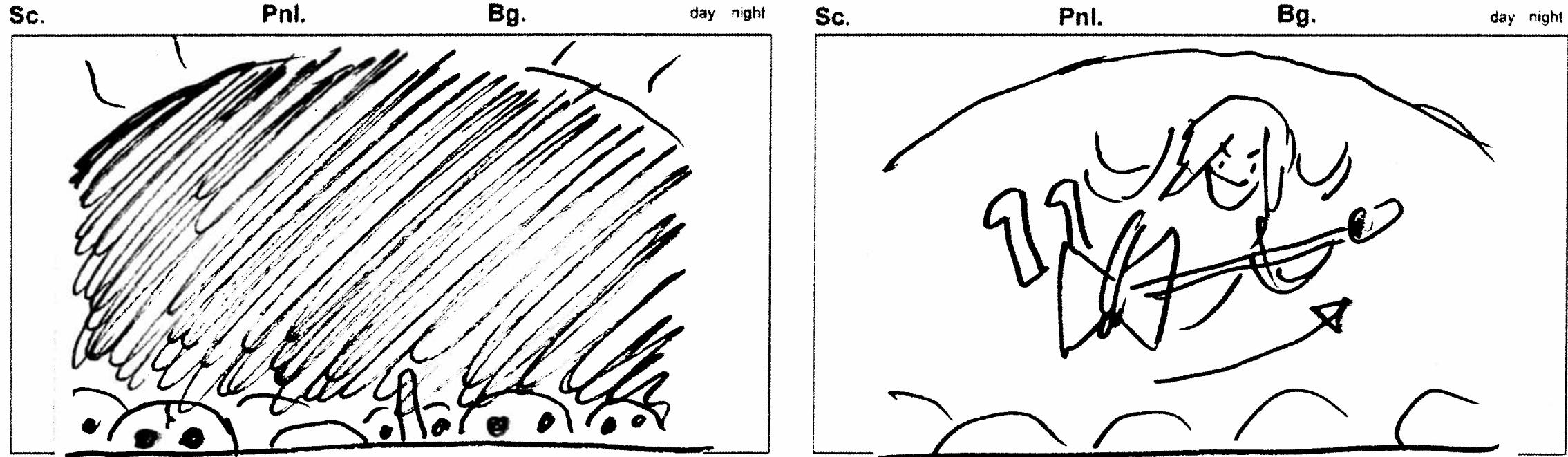
Production :

# ADVENTURE TIME



155  
Page \_\_\_\_\_

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Dialo

(bass playing)

Actio

Timing:

M: Hahaha !!  
(M flies in)

EPISODE #

Production:

# ADVENTURE TIME



Page 156

Sc.

Pnl.

Bg.

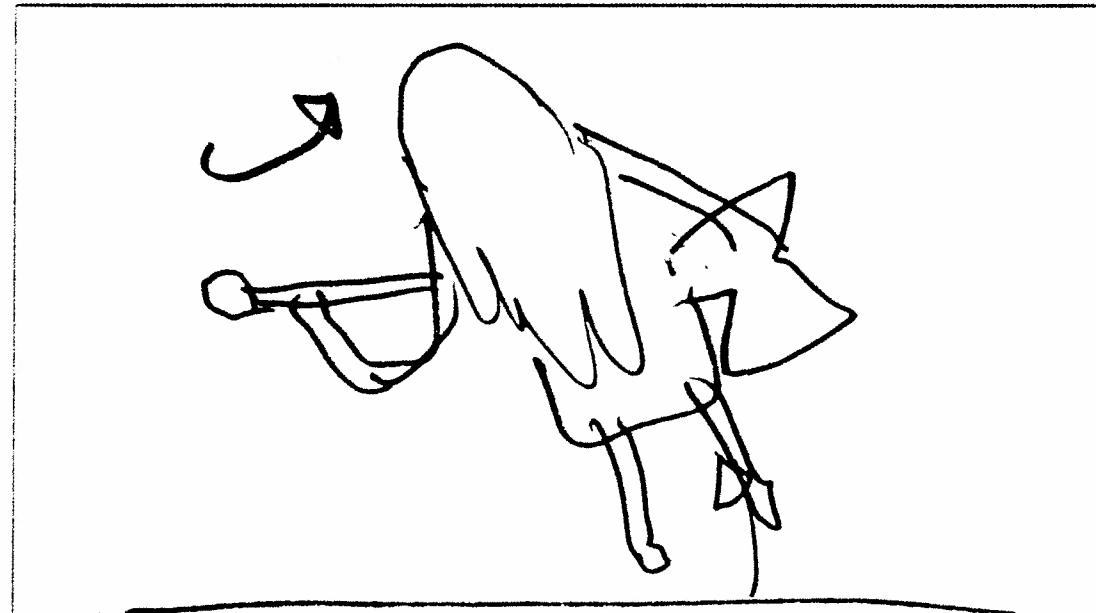
day night

Sc.

Pnl.

Bg.

day night



Dialo

(camera follows M)

Actic

(M flies around  
playing her bass)

Timing:



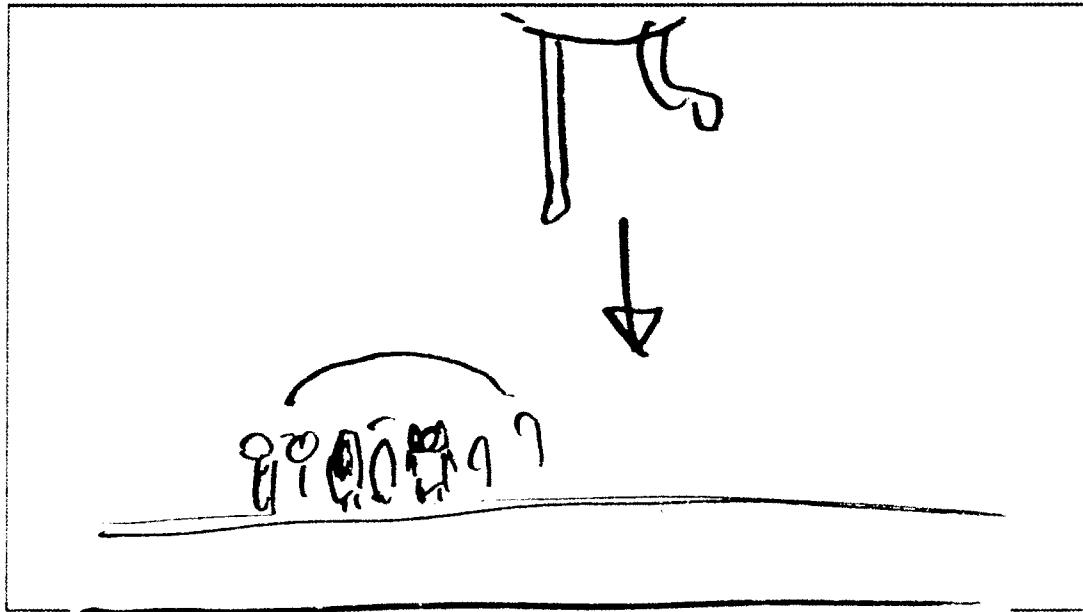
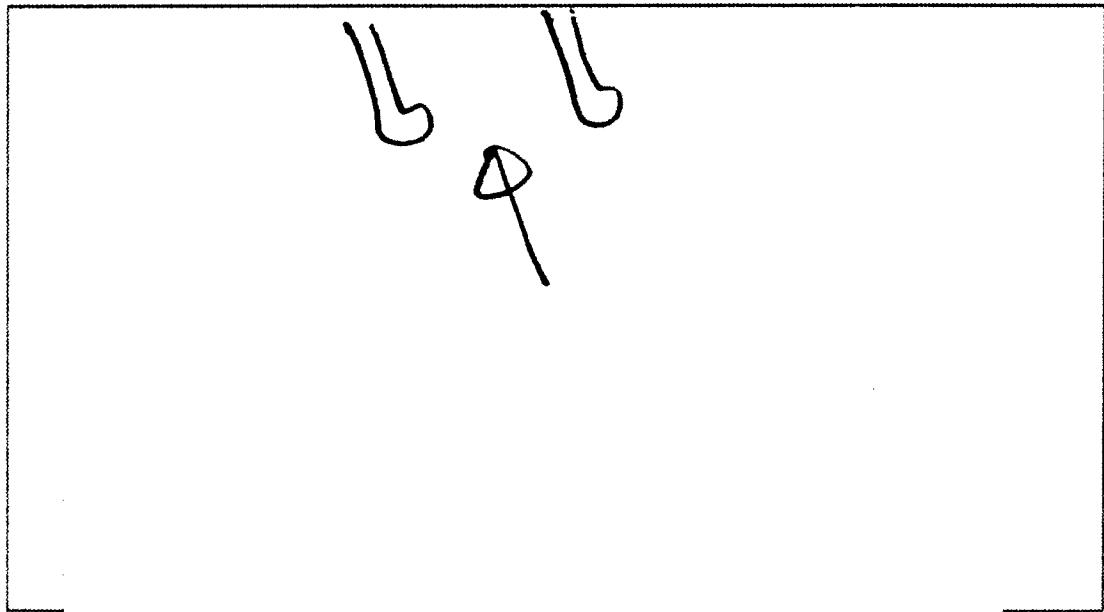
# ADVENTURE TIME



Page 157

Page

**Sc.** **Pnl.** **Bg.** day night **Sc.** **Pnl.** **Bg.** day night



Dial

(flies off-screen)

(M lands)

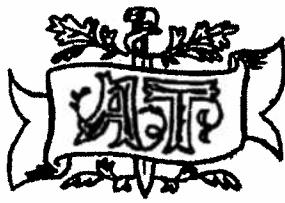
### Acti

### Timing:

## Production :

**EPISODE #**

# ADVENTURE TIME



Page 158

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Sc.

Pnl.

Bg.

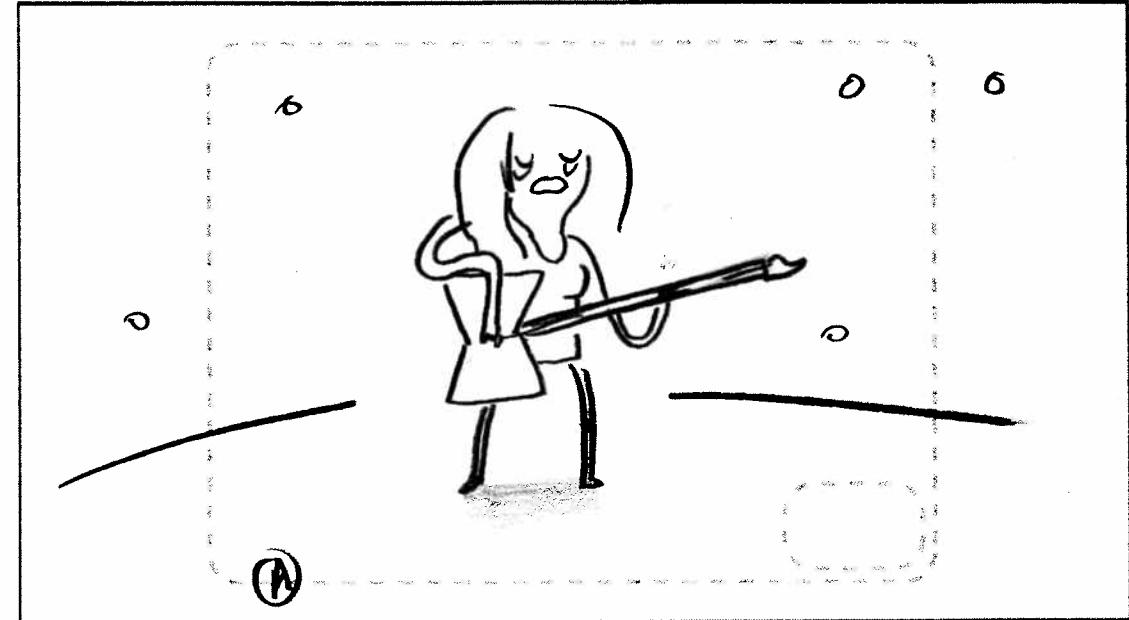
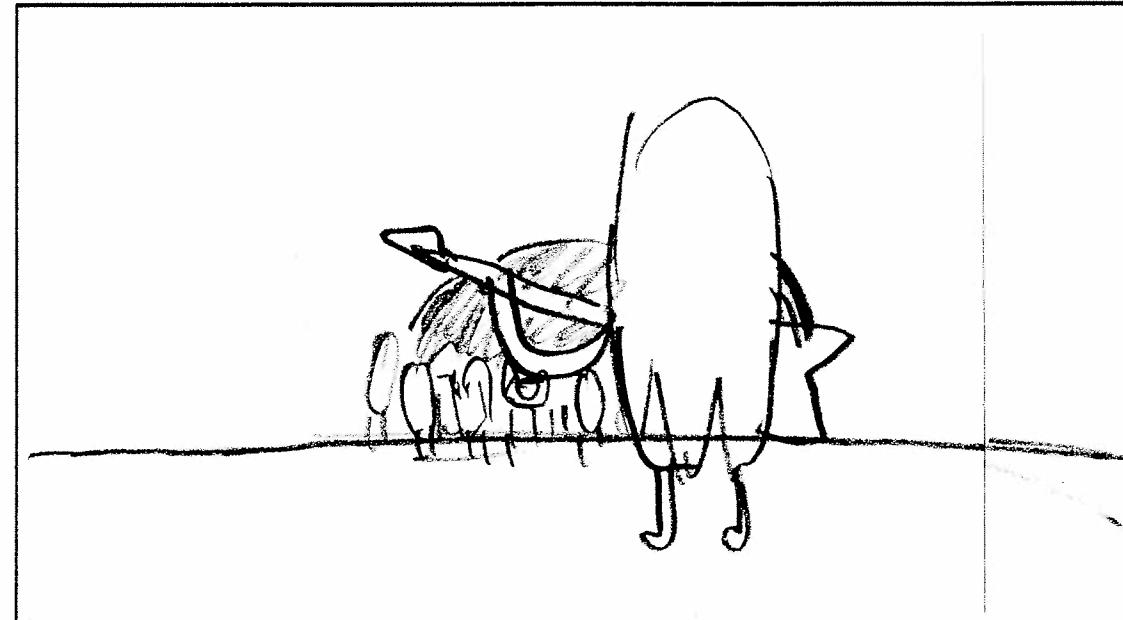
day night

Sc.

Pnl.

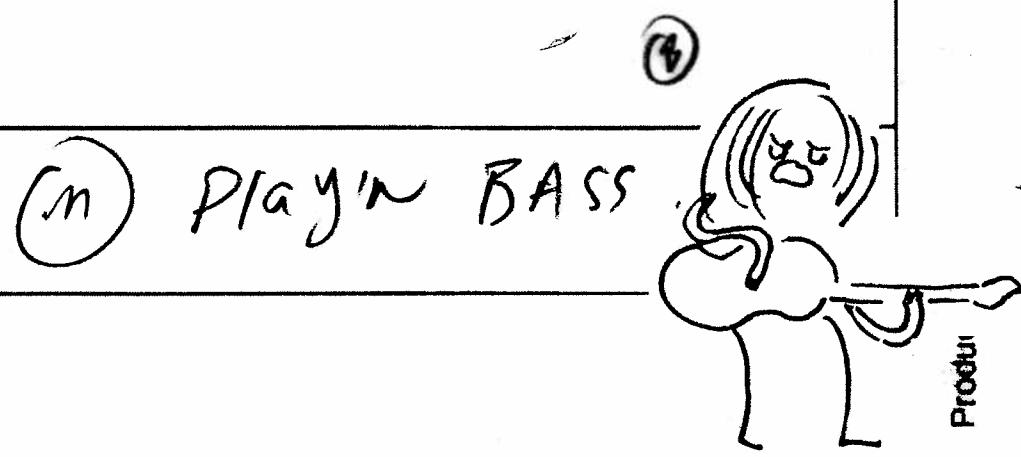
Bg.

day night

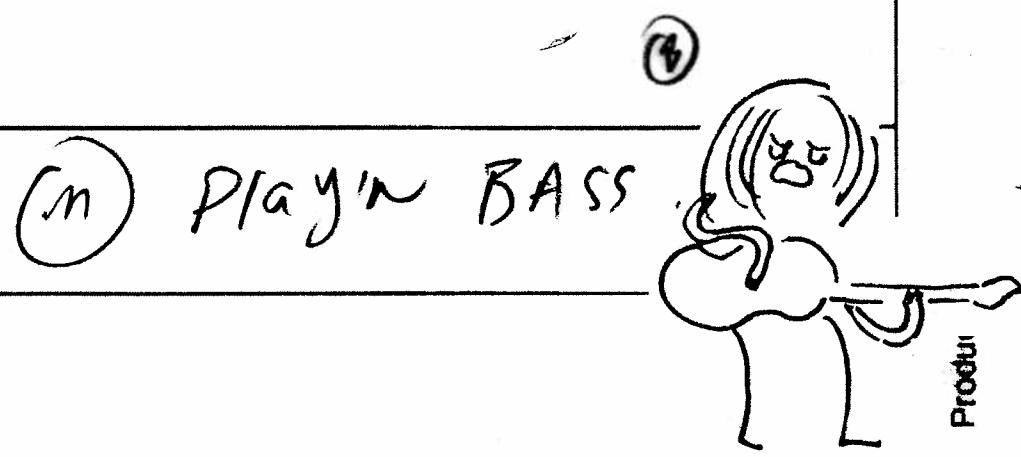


EPISODE #

Dialog:



Action:



Timing:

Prod#

# ADVENTURE TIME



Page 159

Sc.

Pnl.

Bg.

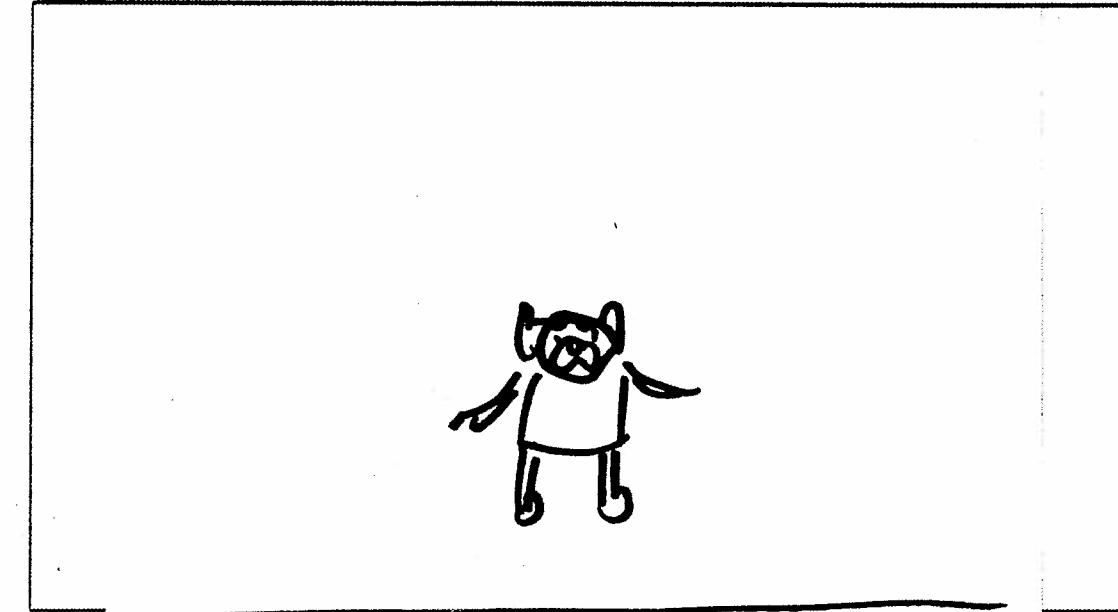
day night

Sc.

Pnl.

Bg.

day night



Dialog

F: Ughh...  
Don't do this  
Marceline .. I beg you..

Action

Timing:

F: These are  
just innocent  
nats!!

EPISODE #

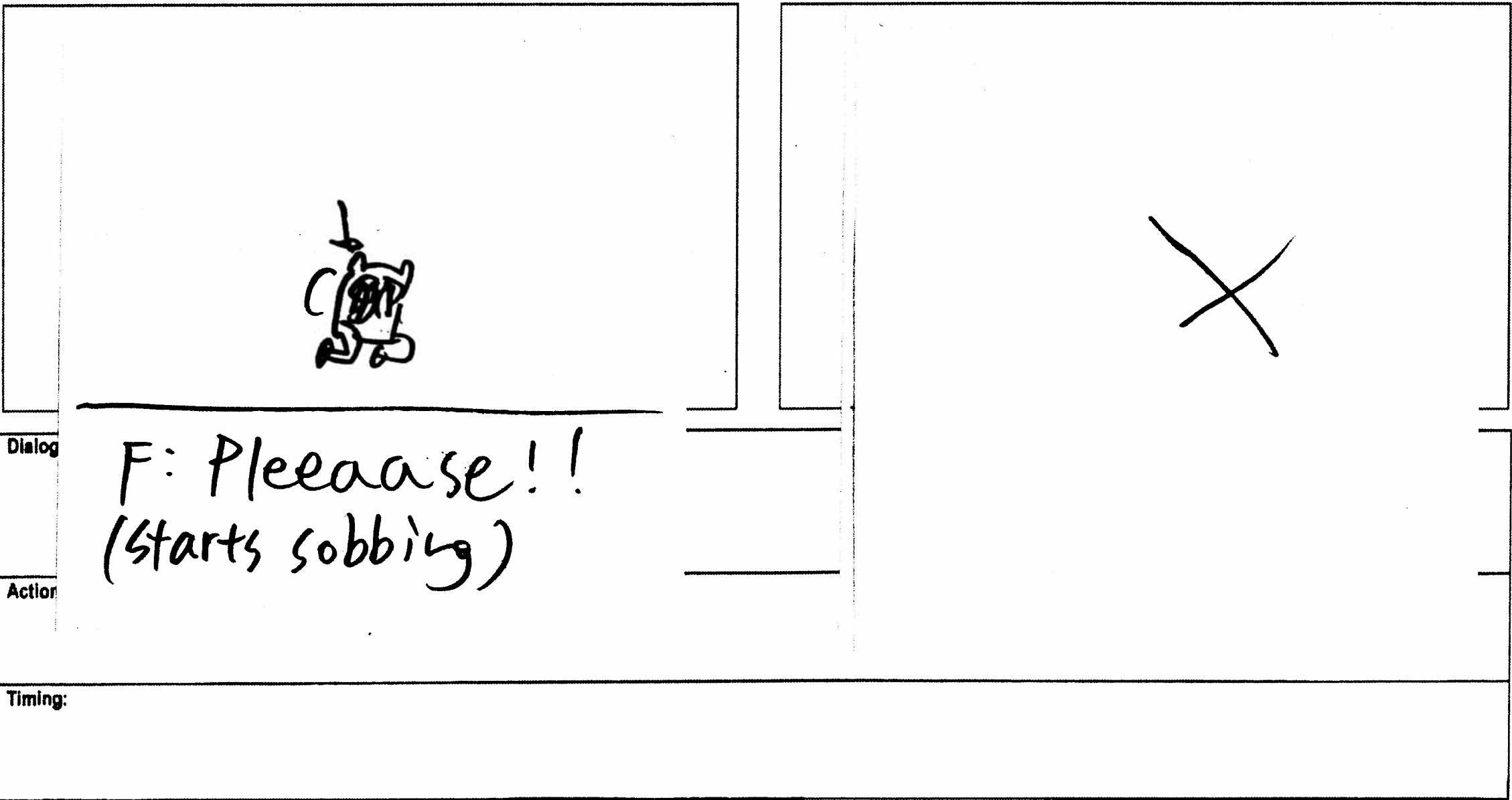
Production :

# ADVENTURE TIME



Page 160

Sc. Pnl. Bg. day night Sc. Pnl. Bg. day night



EPISODE #

Production :

# ADVENTURE TIME



Page

161

Sc.

Pnl.

Bg.

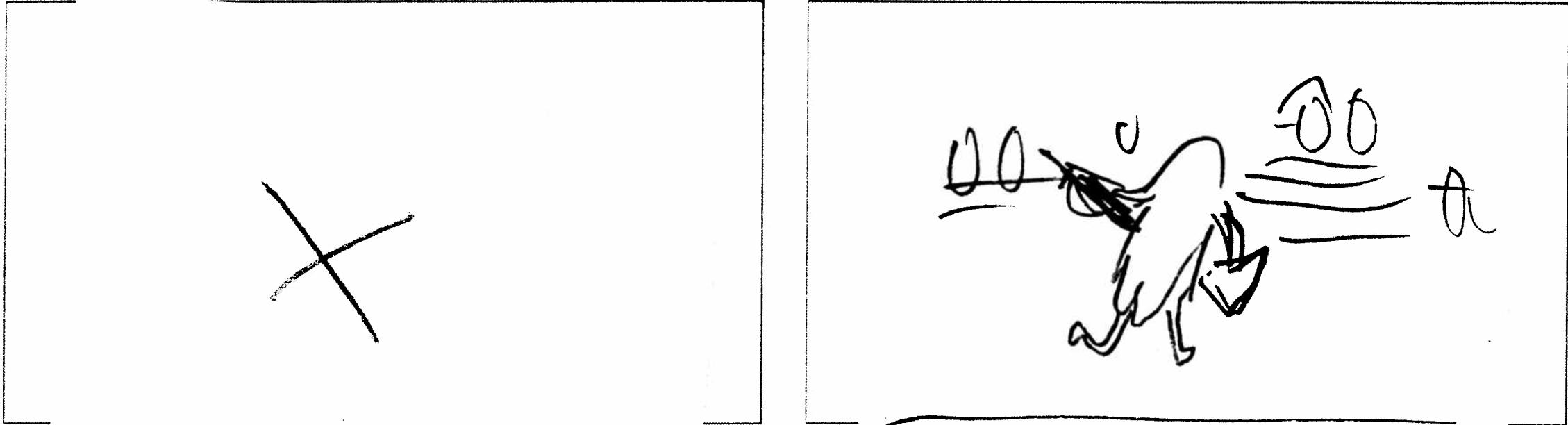
day night

Sc.

Pnl.

Bg.

day night



(M playing bass)

Dialo

Actic

Timing:

EPISODE #

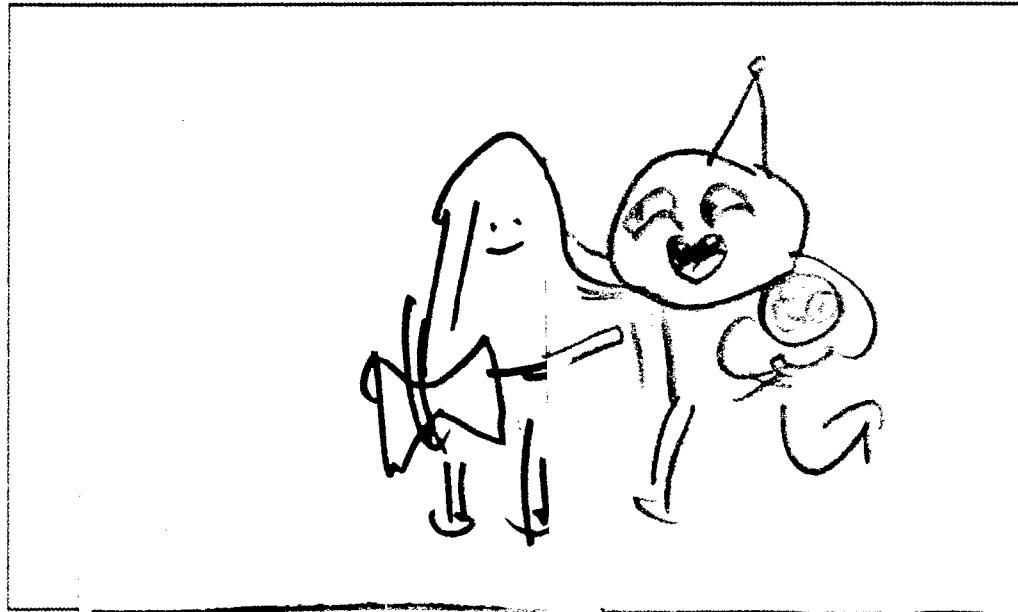
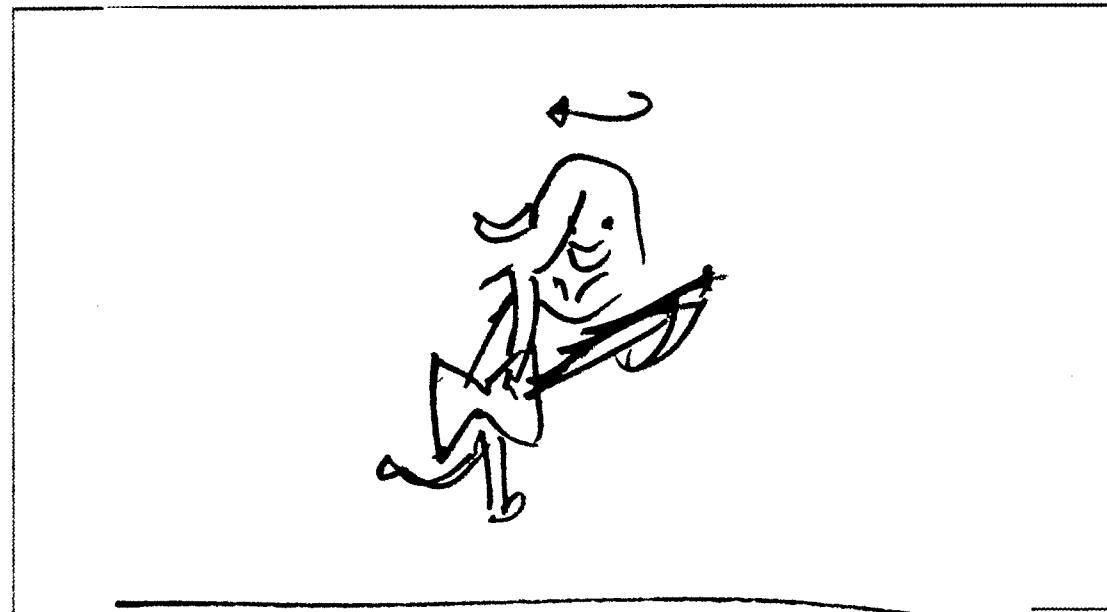
Production :

# ADVENTURE TIME



Page 162

Sc. Pnl. Bg. day night Sc. Pnl. Bg. day night



Dialog

M: Don't do  
what?

Action

Timing:

DUKE  
OF NUTS!  
You're late,  
marceline.

Production :

# ADVENTURE TIME



Page 163

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Sc.

Pnl.

(

Bg.

day night

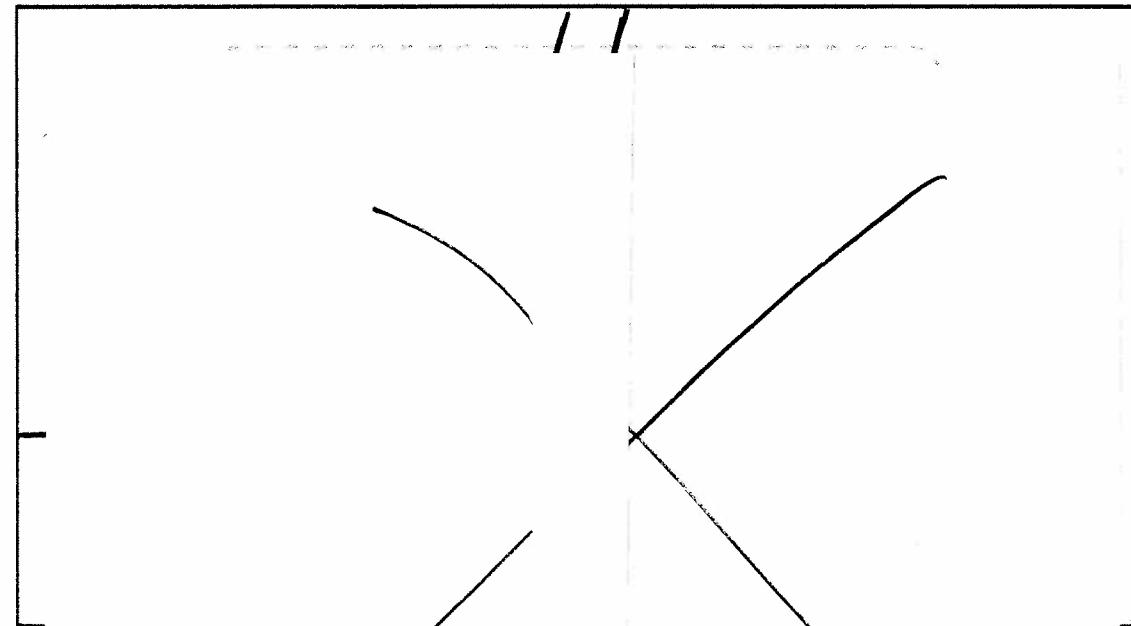
Sc.

Pnl.

)

Bg.

day night



D

A

Timing:



forth

Duke: my son is dying to  
hear your undead  
music!  
hehehe.

EPISODE #

Production :

# ADVENTURE TIME



Page 164

Sc.

Pnl.

Bg.

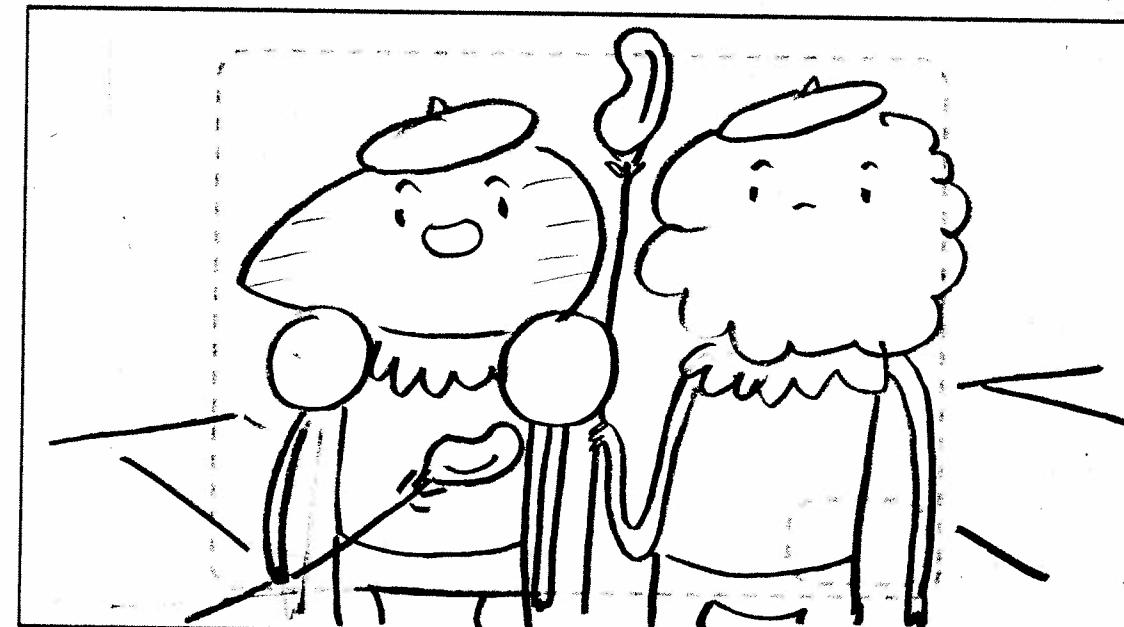
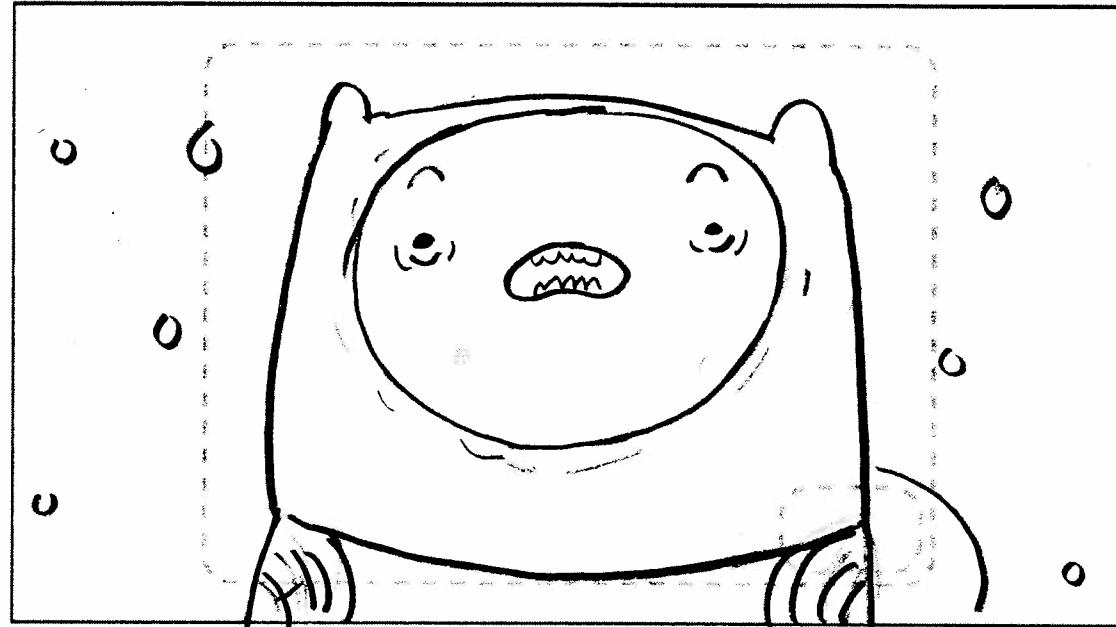
day night

Sc.

Pnl.

Bg.

day night



Dialog:

(F)

WHA?

MIXED NUT GARD: I FORGOT  
MARCELINE WAS PLAYIN' TONIGHT.

Action:

Timing:

EPISODE #

Production :

# ADVENTURE TIME



Page 165

Sc.

Pnl.

~

Bg.

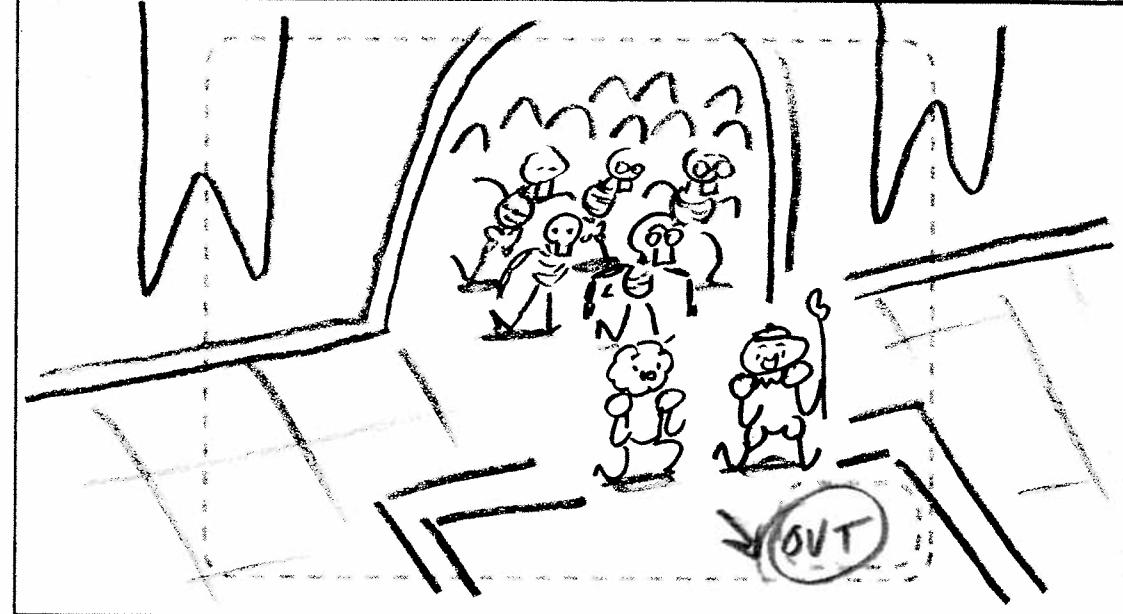
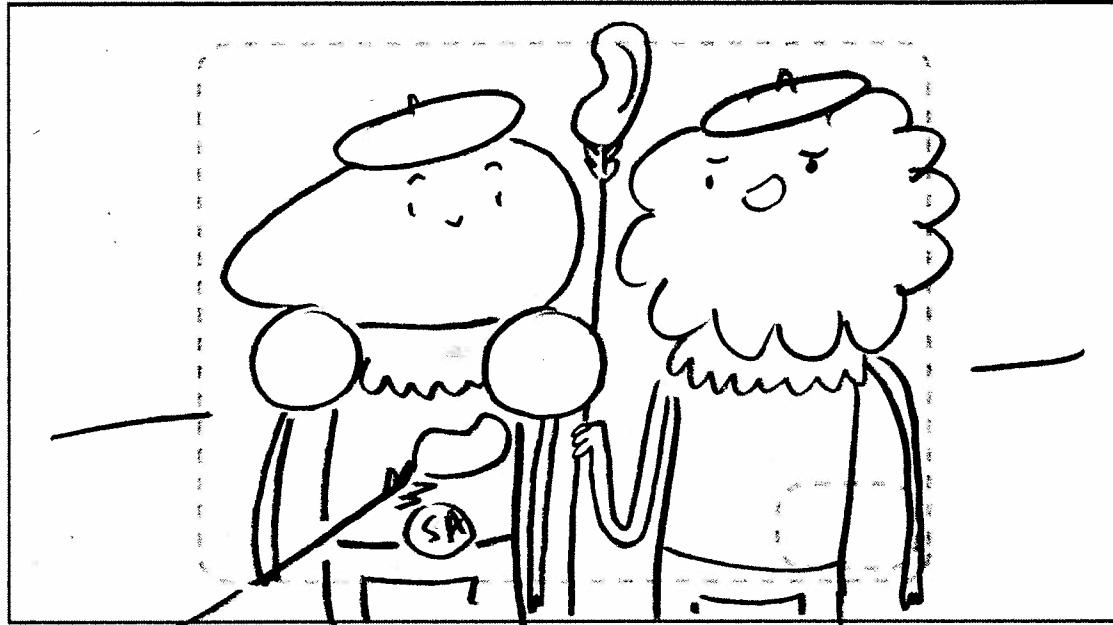
day night

Sc.

Pnl.

Bg.

day night



Dialog:

(MNG-2): Yeah, me too.

PARTY! *WALLA*

Action:

Timing:

EPISODE #

Production :

# ADVENTURE TIME



Page 166

Sc.

Pnl.

Bg.

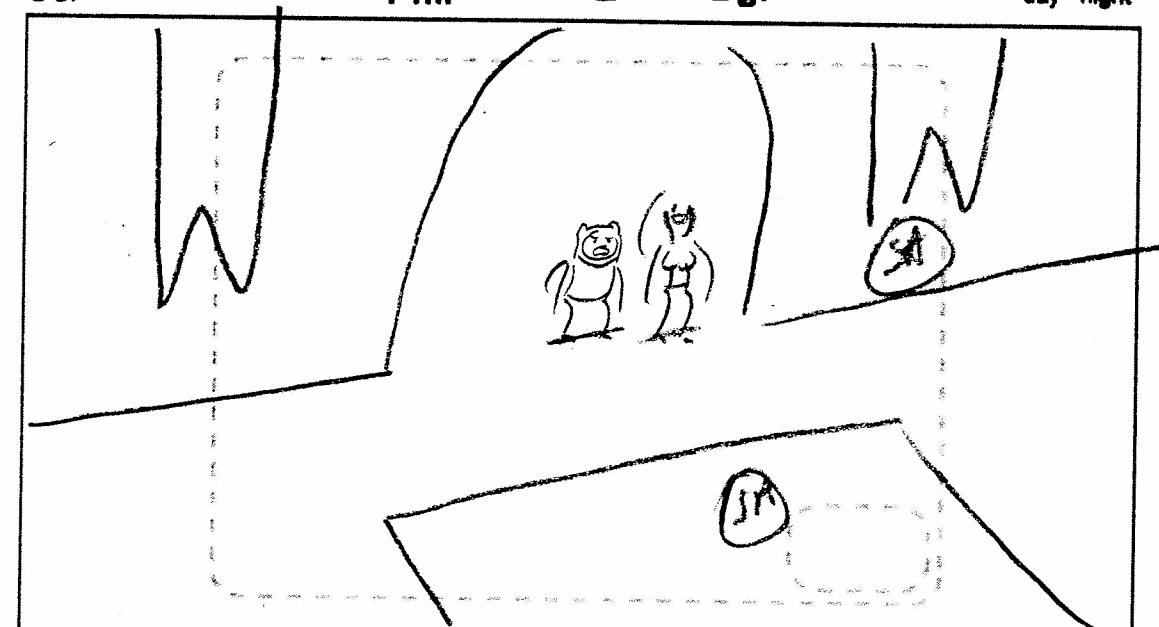
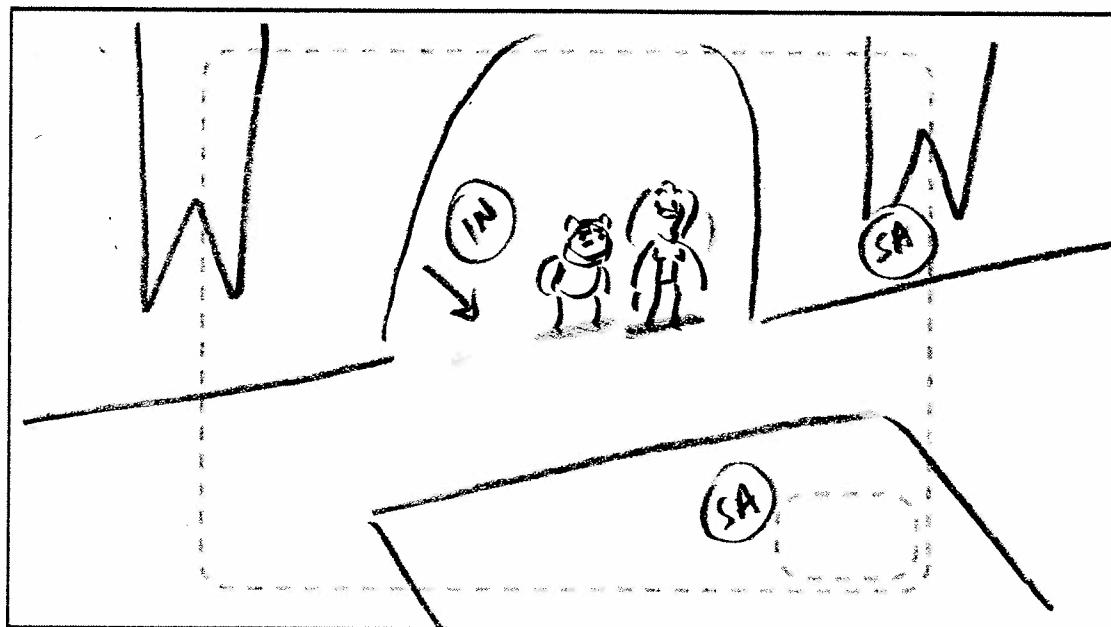
day night

Sc.

Pnl.

Bg.

day night



Dialog:

(M) C'MON FIN, LET'S PARTY. (F) I'LL BE THERE IN A MINUTE.

Action:

Timing:

EPISODE #

Production :

# ADVENTURE TIME



Page

167

Sc.

Pnl.

)

Bg.

day night

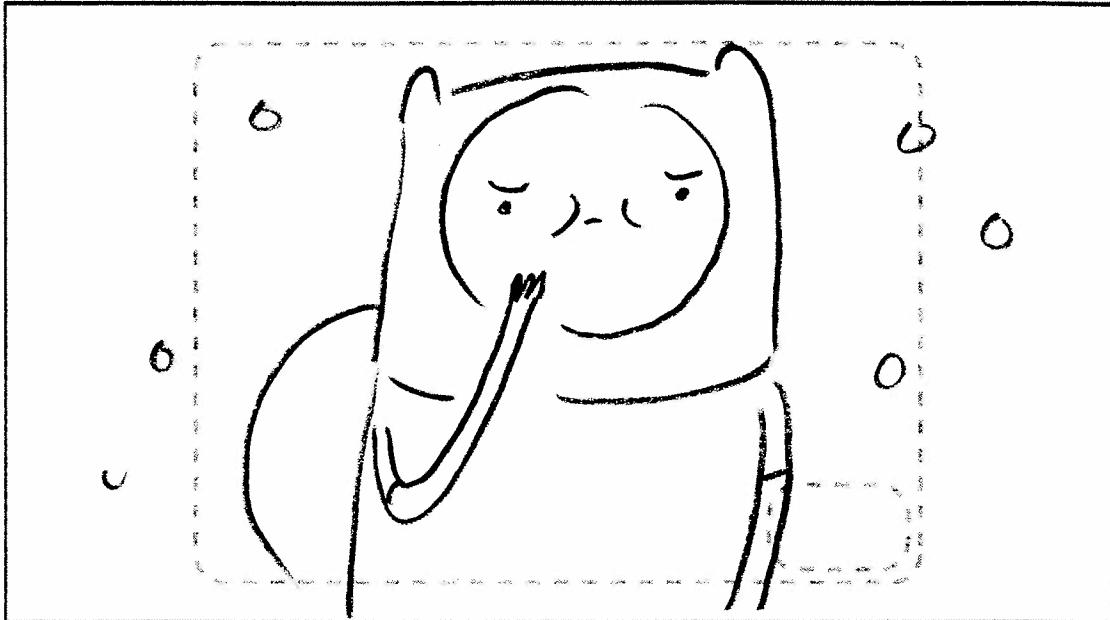
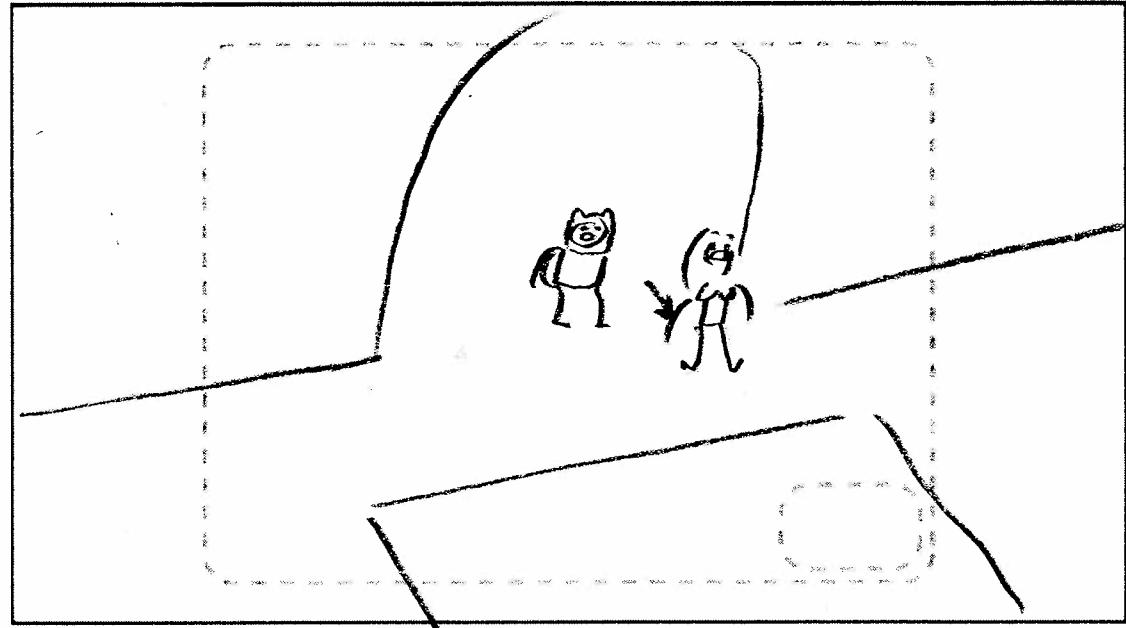
Sc.

Pnl.

)

Bg.

day night



EPISODE #

Dialog:

(M)

WHATEVER.

(F) (V.O.) - OK SO SHE MAKES  
THINGS SEEM BAD

Action:

Timing:

Production :

# ADVENTURE TIME



Page 168

Sc.

Pnl.

2

Bq.

day night

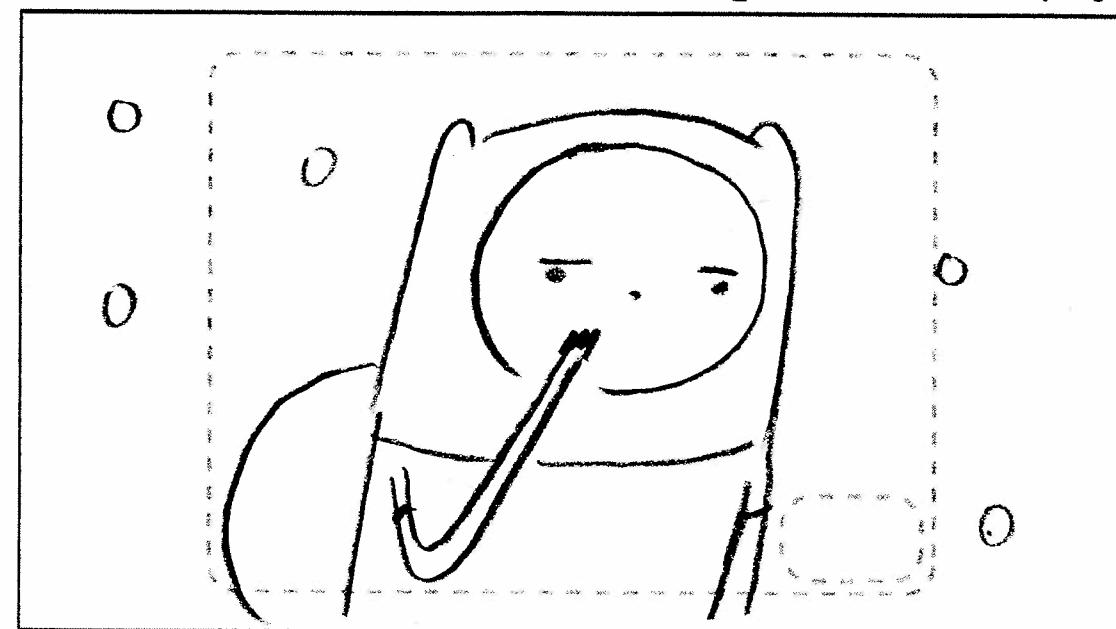
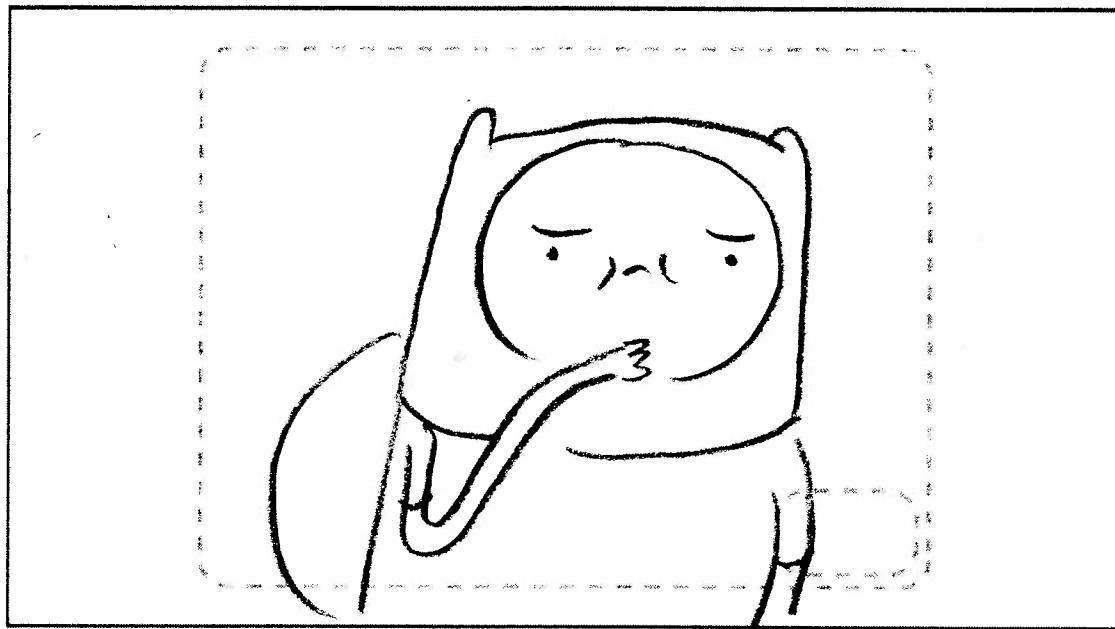
36

PnI

3

89

day night



## Dialog:

④ AND THEN...  
OR, HER PERSONALITY  
MAKES THEM SEEM BAD

(F) AND I'M OVER  
REACTING...

**Action:**

### Timing:

EPISODE #

## Production :

# ADVENTURE TIME



Page

169

Sc.

Pnl.

Bg.

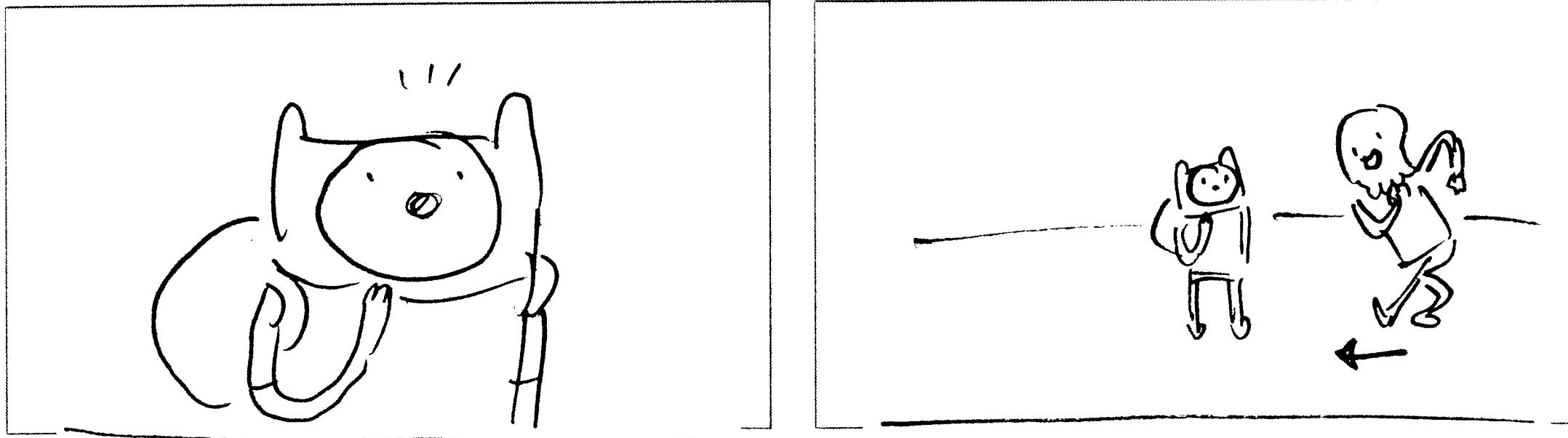
day night

Sc.

Pnl.

Bg.

day night



Dialo

(o.s.) Hey Man..

Actio

F: Huh?

Guy: Why are  
you thinking  
so hard?  
(Guy comes dancing in)

Timing:

EPISODE #

Production

# ADVENTURE TIME



Page 170

day night

Sc.

Pnl.

Bg.

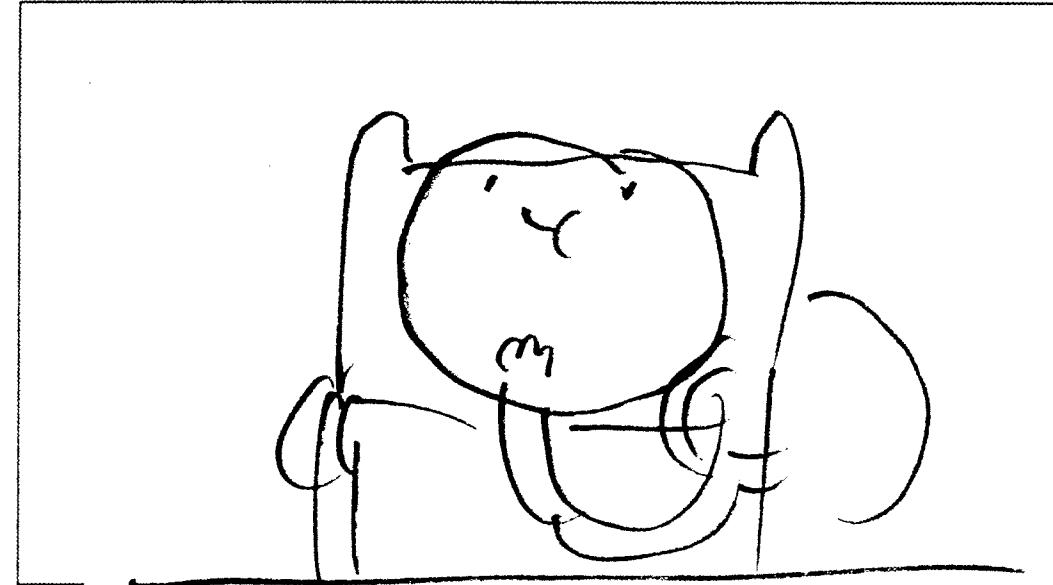
day night

Sc.

Pnl.

Bg.

day night



Dialc

Guy: Just party  
hard.. Woohoo!!  
(skeletons come in)

Actic

Timing:

F: . (Beat)  
alright!!

EPISODE #

Production:

# ADVENTURE TIME



Page 171

Sc.

Pnl.

Bg.

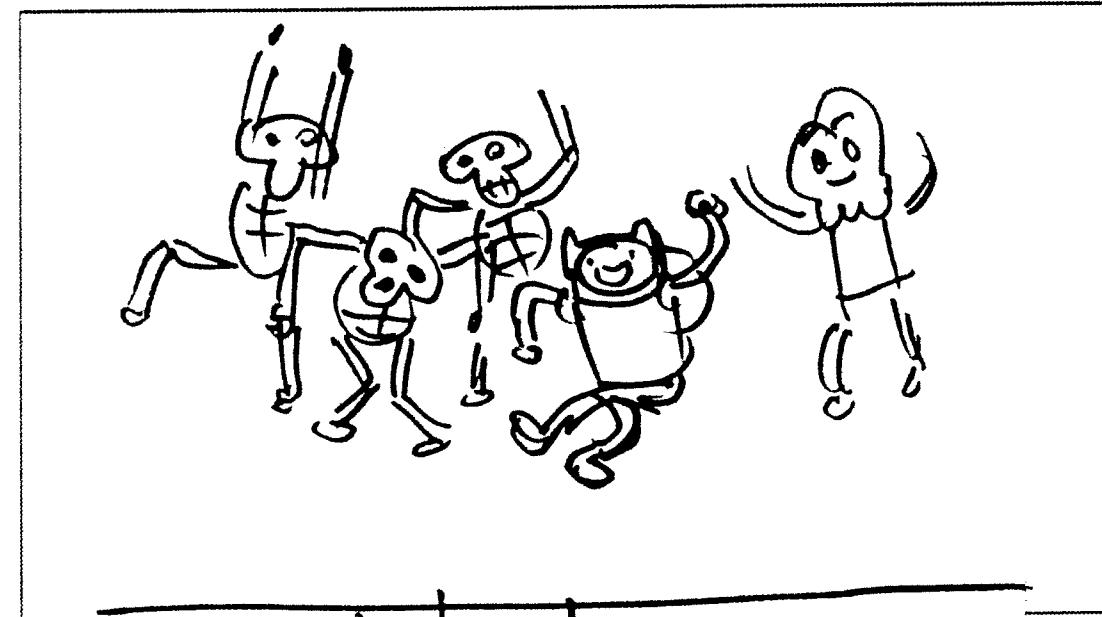
day night

Sc.

Pnl.

Bg.

day night



Dialc

Woohos!  
F: Haha . . .

( skeletons dancing )

M: (o.s.) Hey  
castle crasher !!

Actic

Timing:

EPISODE #

Production :

# ADVENTURE TIME



Page 172

Sc.

Pnl.

Bg.

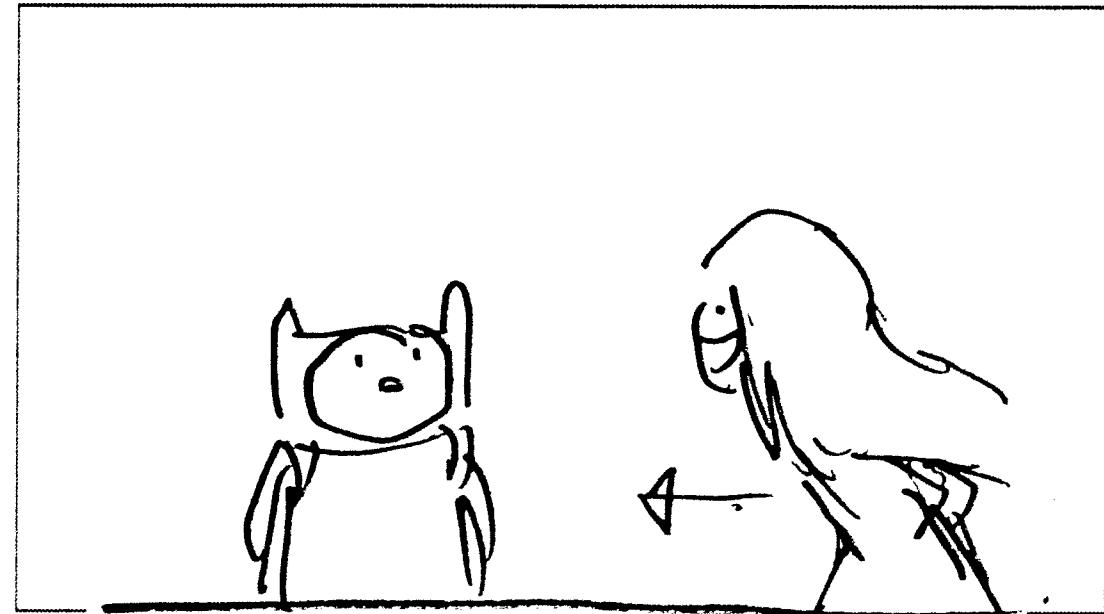
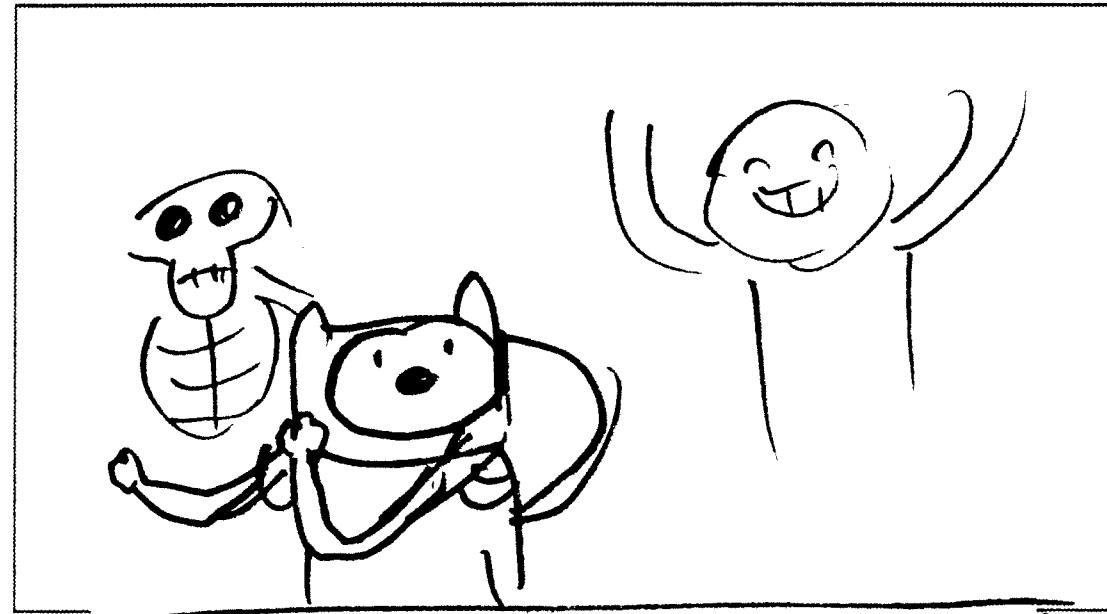
day night

Sc.

Pnl.

Bg.

day night



Dialog

F: Huh?

Action

Timing:

M: You like cute  
things huh??

EPISODE #

Production :

# ADVENTURE TIME



Page 173

Sc.

Pnl.

Bg.

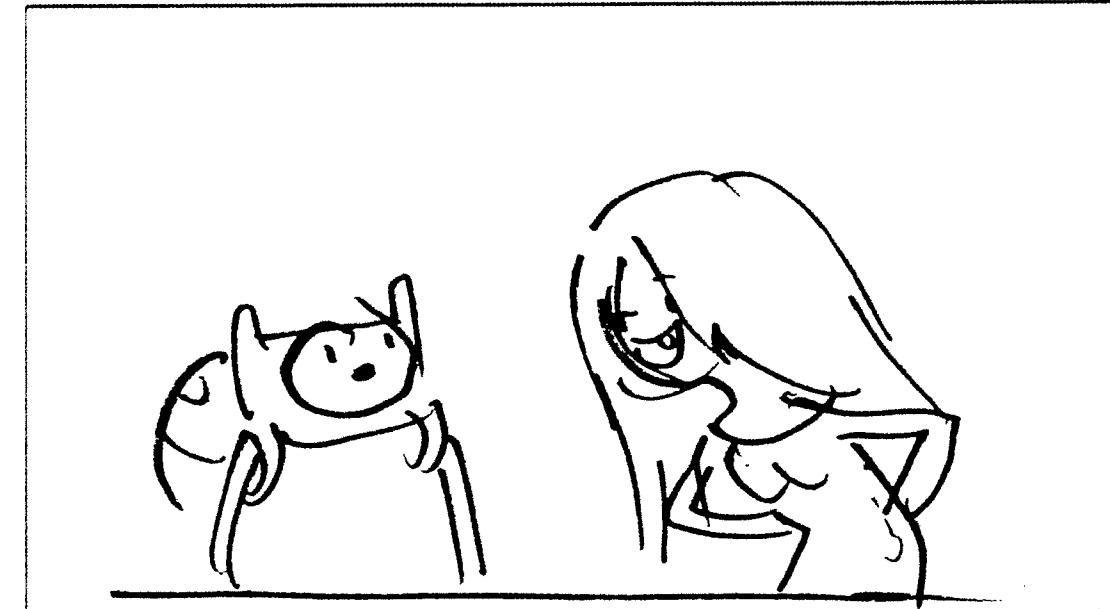
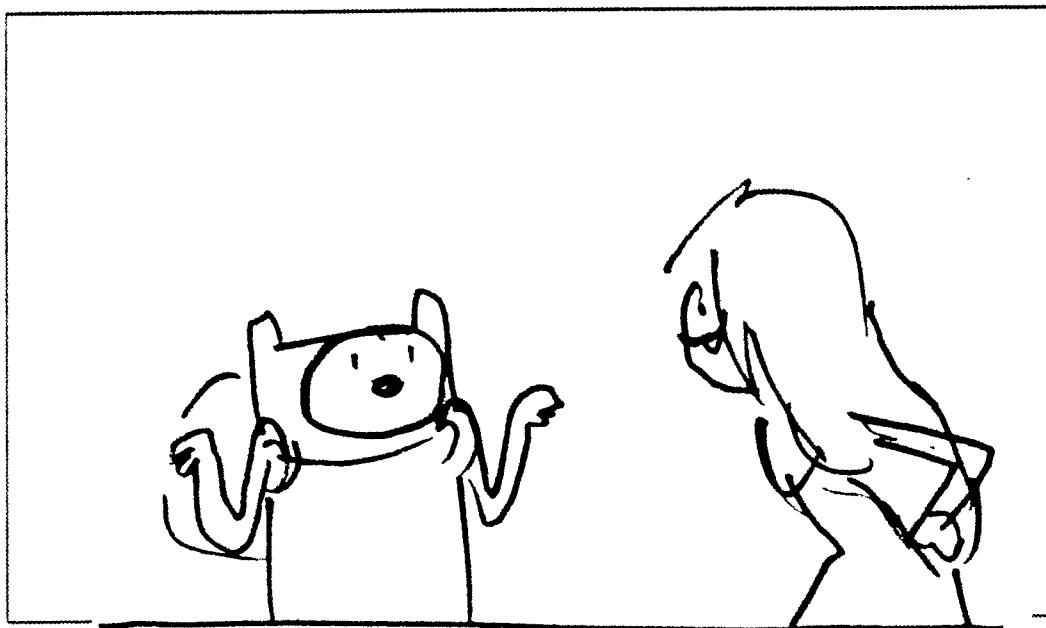
day night

Sc.

Pnl.

Bg.

day night



Dialog

F: Uhh... Yeah...  
sure... why?

M: Then you  
might love  
this...

Action

Timing:

EPISODE #

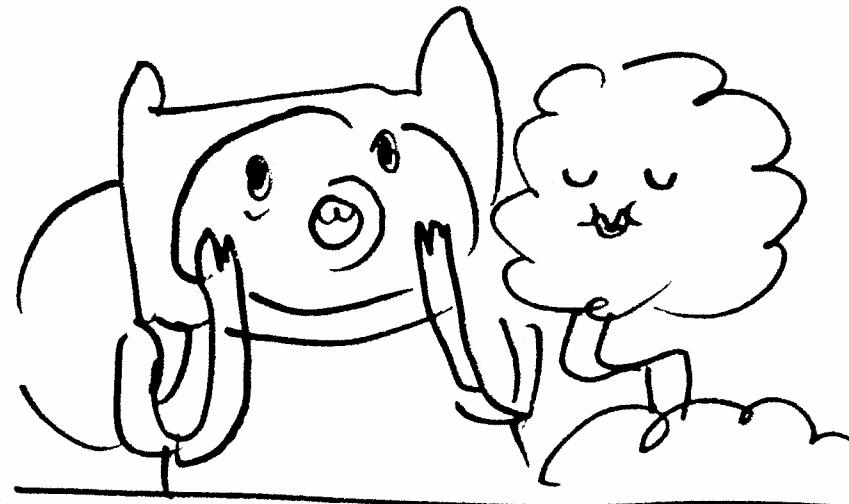
Production:

# ADVENTURE TIME



Page 174

Sc. Pnl. Bg. day night Sc. Pnl. Bg. day night



Dialc

M: The Cutest Dimple plant ever!!

Actn:

Timing:

F: Wohoho!!  
That **IS**! a cute  
little dimple plant!

EPISODE #

Production :

# ADVENTURE TIME



Page 175

Sc.

Pnl.

Bg.

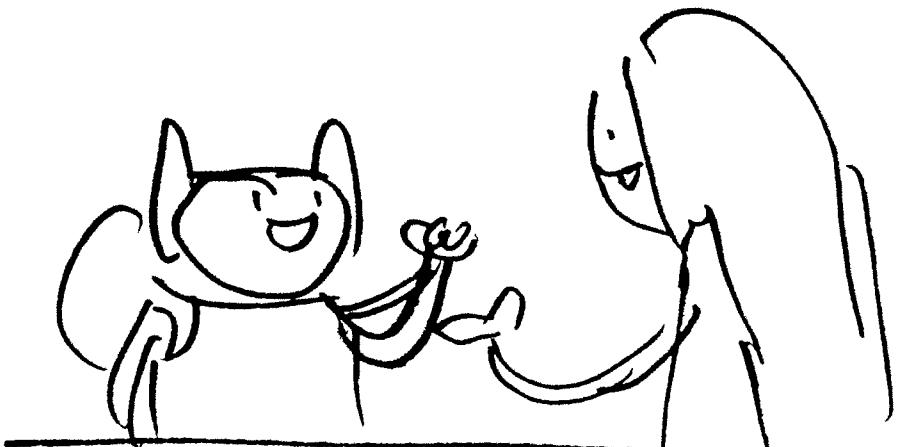
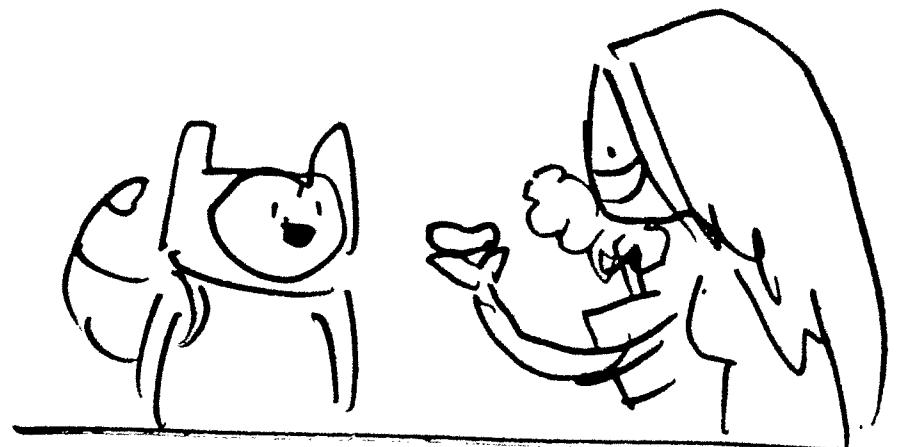
day night

Sc.

Pnl.

Bg.

day night



Dialo

M: Here. eat some  
of it's fruit..  
See what happens..

Actic

F: Haha okay..

Timing:

EPISODE #

Production:

# ADVENTURE TIME



Page

176

Sc.

Pnl.

2

Bg.

day night

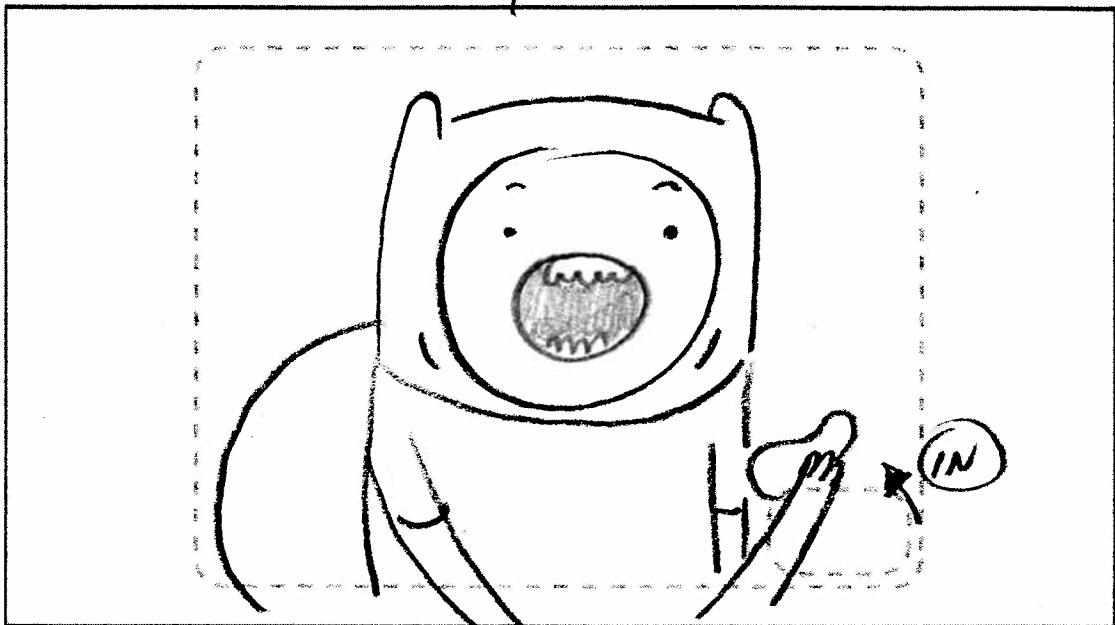
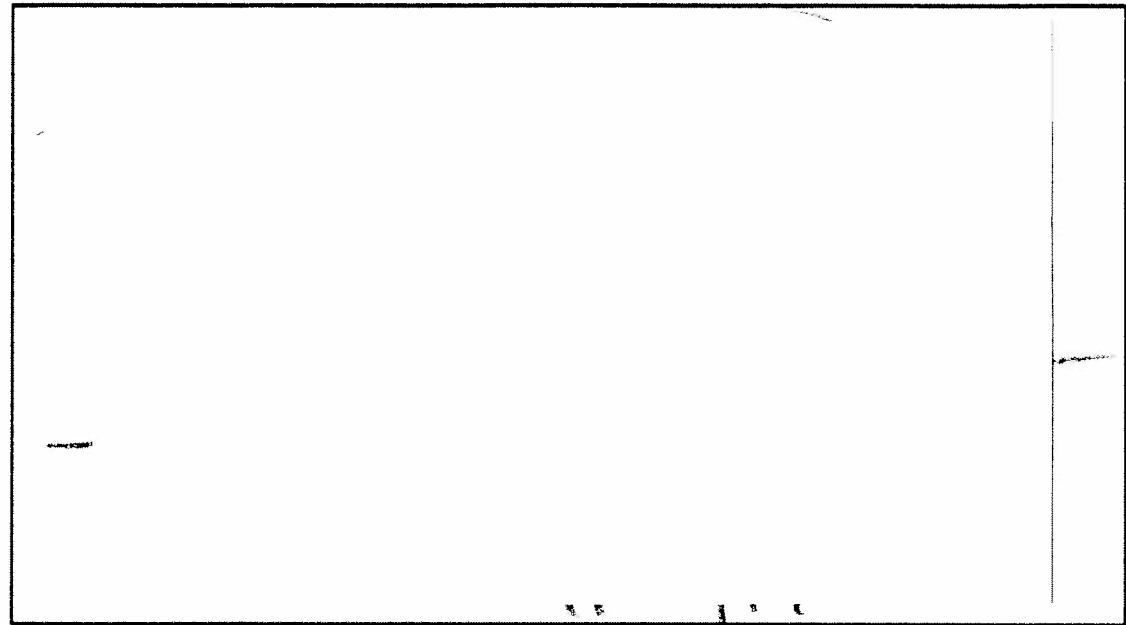
Sc.

Pnl.

1

Bg.

day night



Dialog:

NS!

Action:



Timing:

EPISODE #

Production :

# ADVENTURE TIME



Page 147

Sc.

Pnl.

Bg.

day night

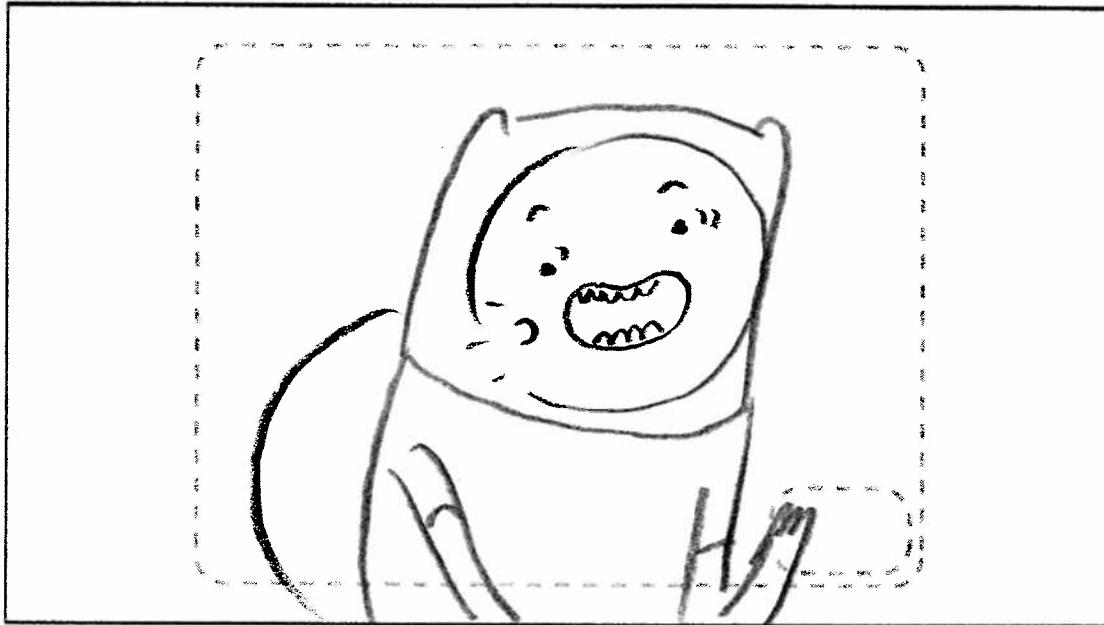
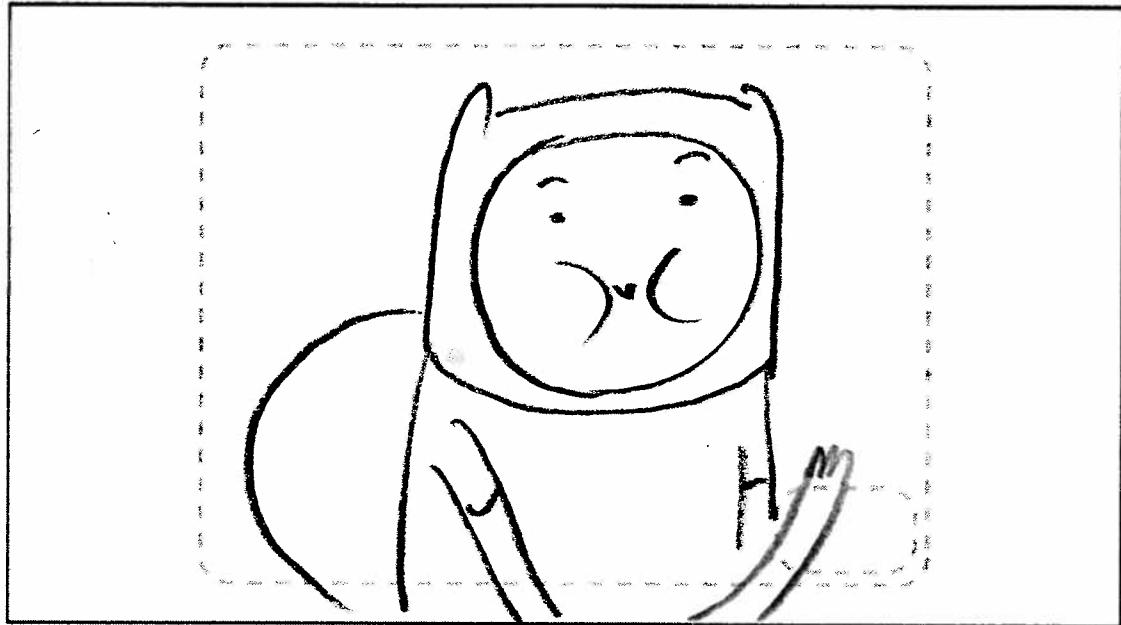
Sc.

Pnl.

3

Bg.

day night



EPISODE #

Dialog:

(F) HA HAA! a dimple!

Action:

(F) CHEWS

DIMPLE POPS ON HIS CHEEK!

Timing:

Production :

# ADVENTURE TIME



Page

178

Sc.

Pnl.

Bg.

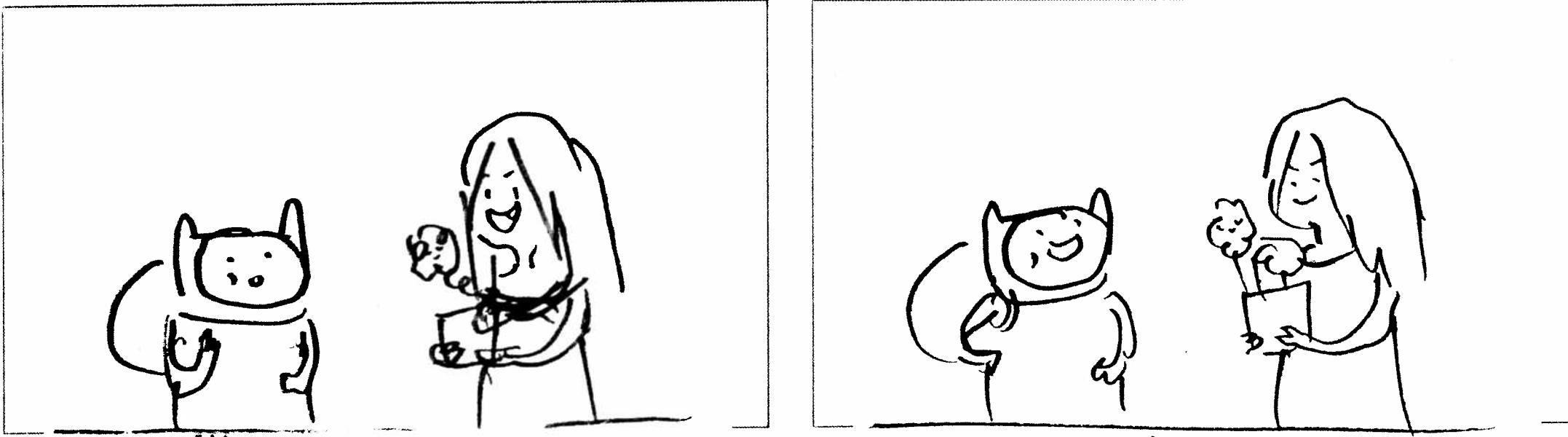
day night

Sc.

Pnl.

Bg.

day night



Dialc

M: Okay . . . so  
now . . .  
I need you to do  
something . . .

Actio

F: ha ha  
Okay . . .  
What is it . . .

Timing:

EPISODE #

Production:

# ADVENTURE TIME



179  
Page \_\_\_\_\_

Sc.

Pnl.

Bg.

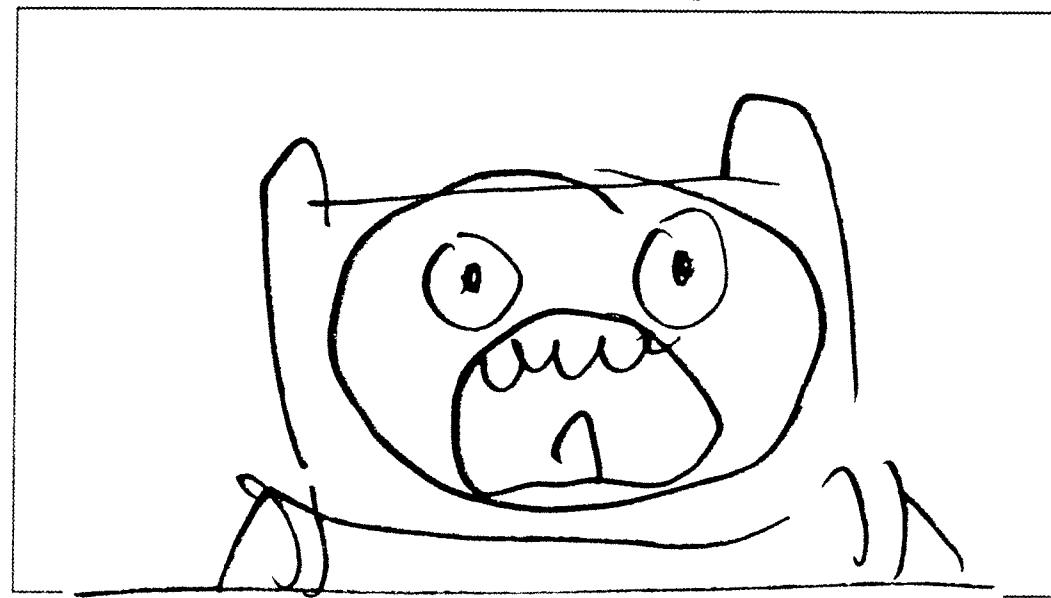
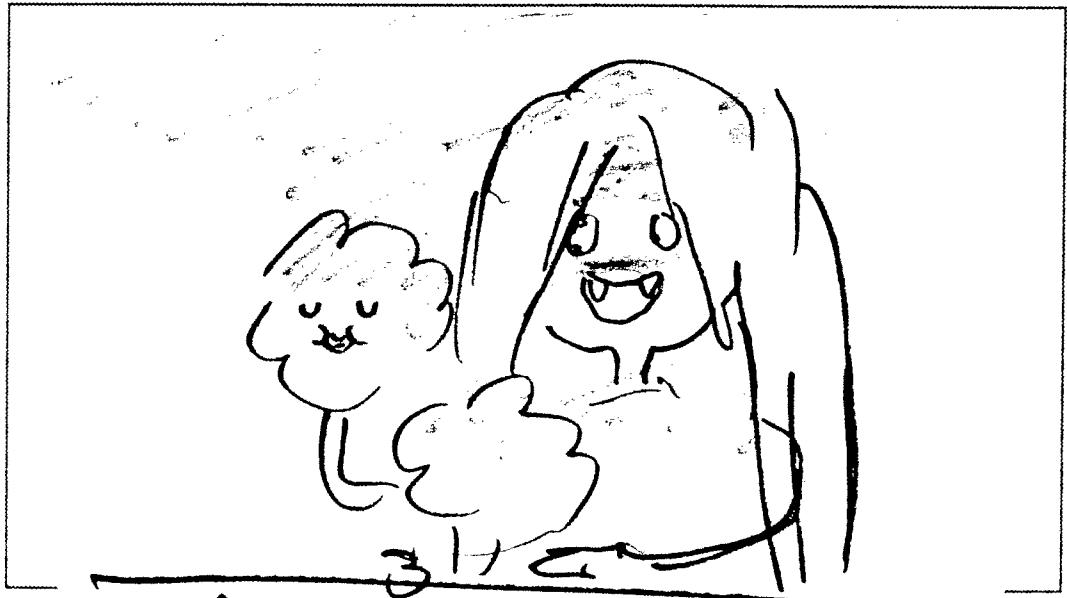
day night

Sc.

Pnl.

Bg.

day night



Dial

M: I want you  
to kill this  
Dimple plant ..

Acti

F: Wha —  
+ !!

Timing:

EPISODE #

Production

# ADVENTURE TIME



Page 180

Sc.

Pnl.

4

Bg.

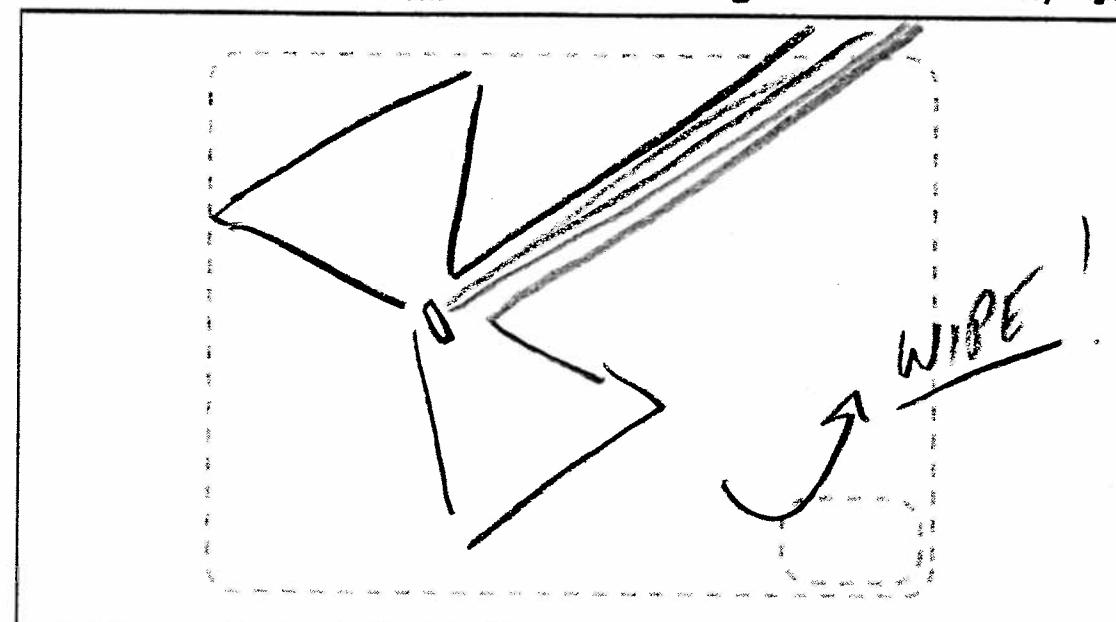
day night

Sc.

Pnl.

Bg.

day night



Dialog:

(M) TAKE MY AX-BASS  
& DO IT OUTSIDE.

Action:

AX BASS WIPE

Timing:

EPISODE #

Production :

# ADVENTURE TIME



Page 131

Sc.

Pnl.

Bg.

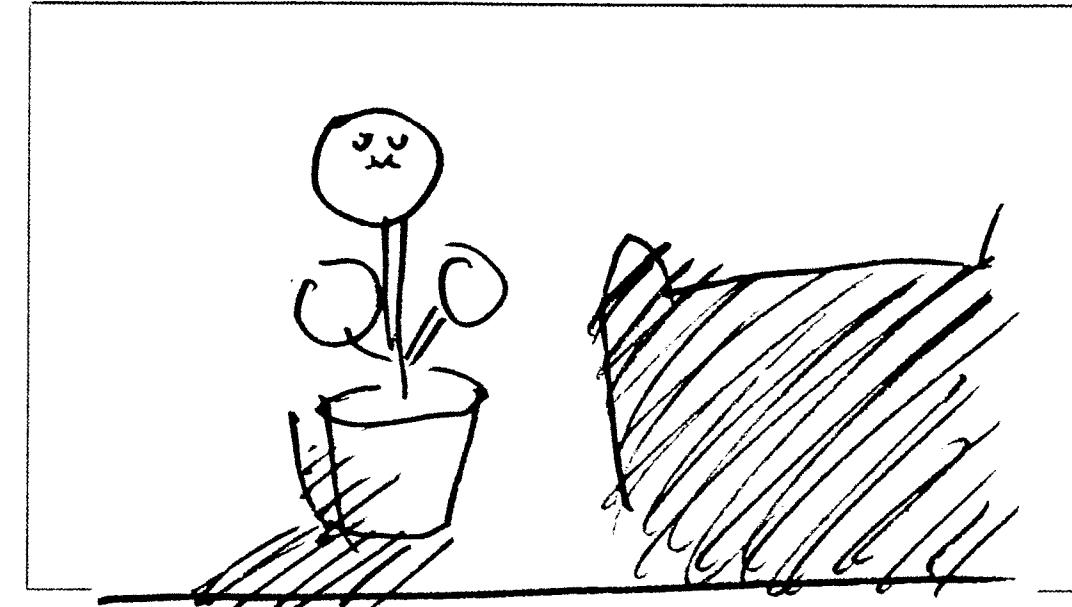
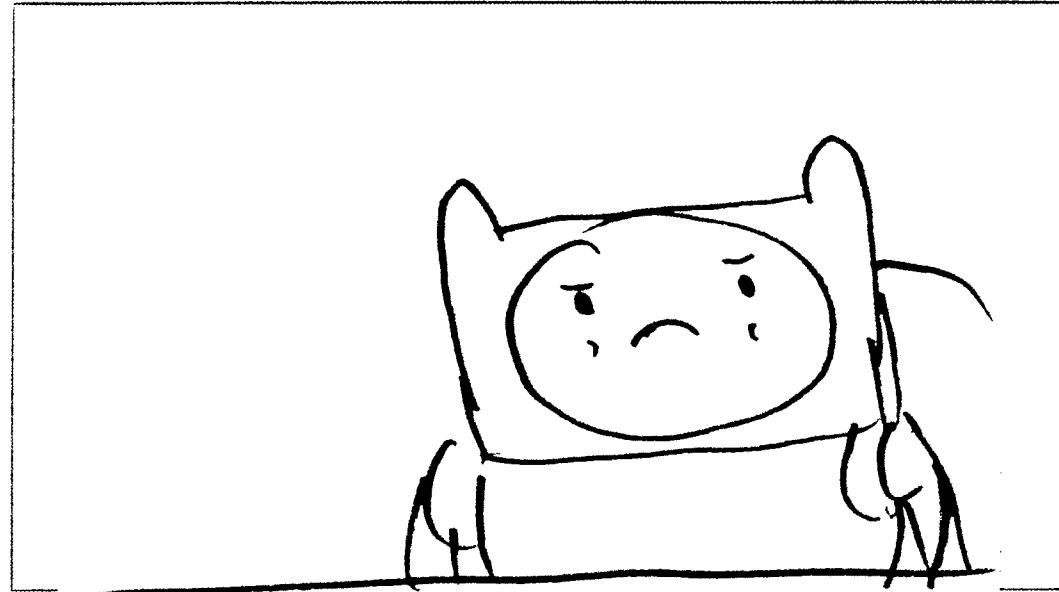
day night

Sc.

Pnl.

Bg.

day night



Dia

Act

Timing:

EPISODE #

Production :

# ADVENTURE TIME



Page 182

Sc.

Pnl.

Bg.

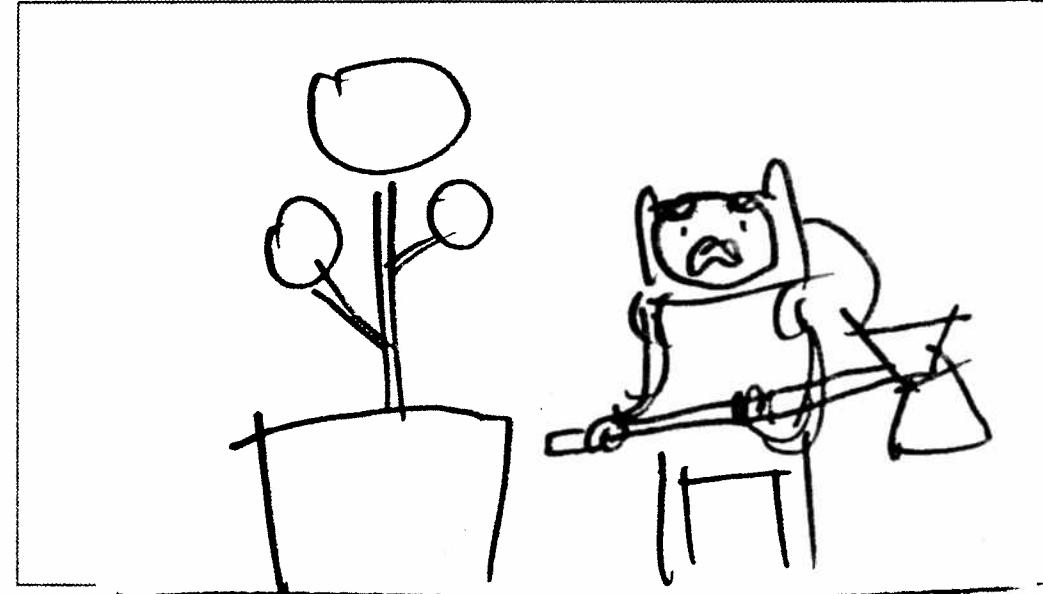
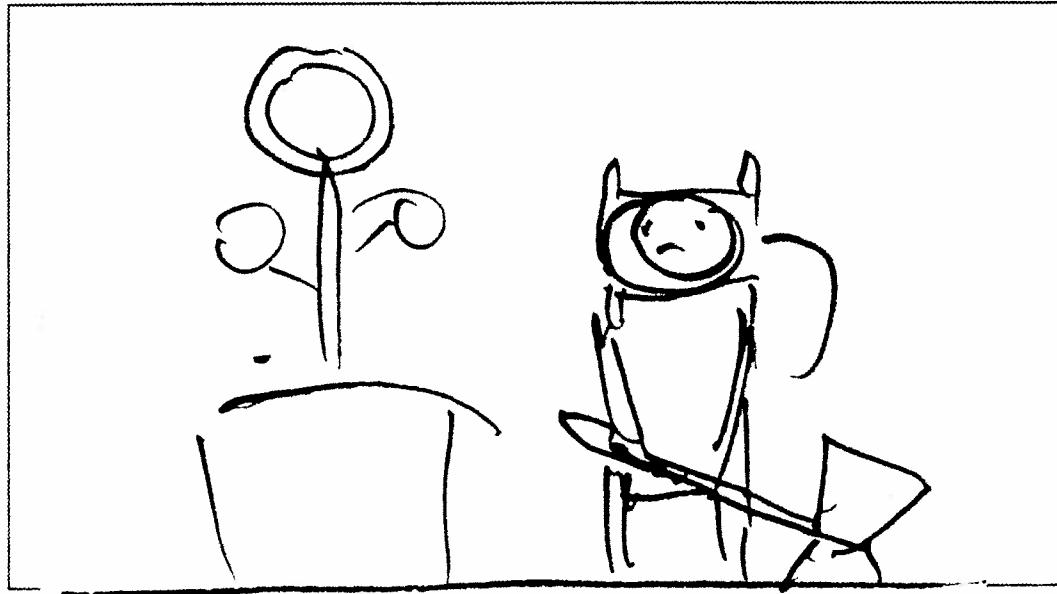
day night

Sc.

Pnl.

Bg.

day night



Di

...

At

Timing:

Sigh +  
(F pick up axe)

EPISODE #

Production

# ADVENTURE TIME



Page 183

Sc.

Pnl.

Bg.

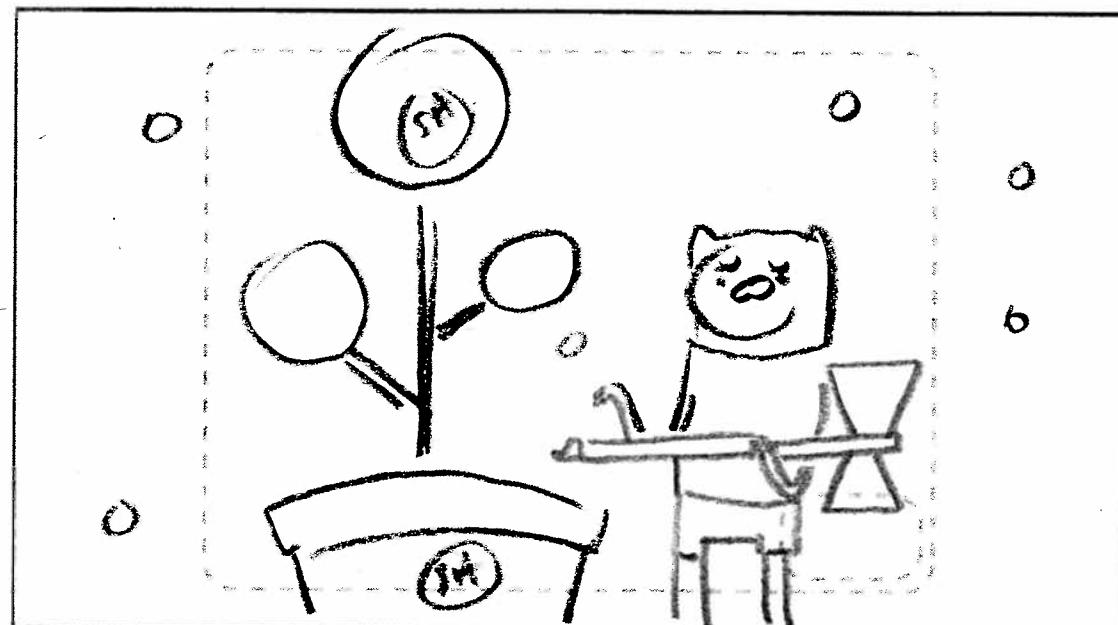
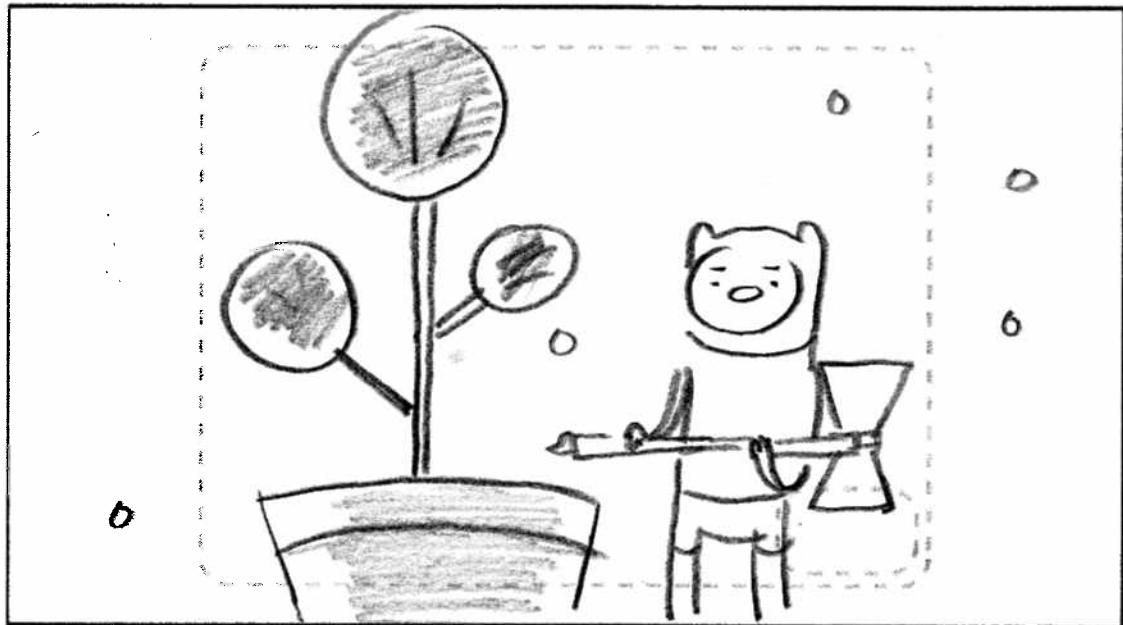
day night

Sc.

Pnl.

Bg.

day night



Dialog:

(F) I'M GOINNA MURDER  
YOU. I'M NOT ENTIRELY  
SURE WHY.

(F) BUT I'M GOING TO  
MURDER YOU.

Action:

Timing:

EPISODE #

Production :

# ADVENTURE TIME



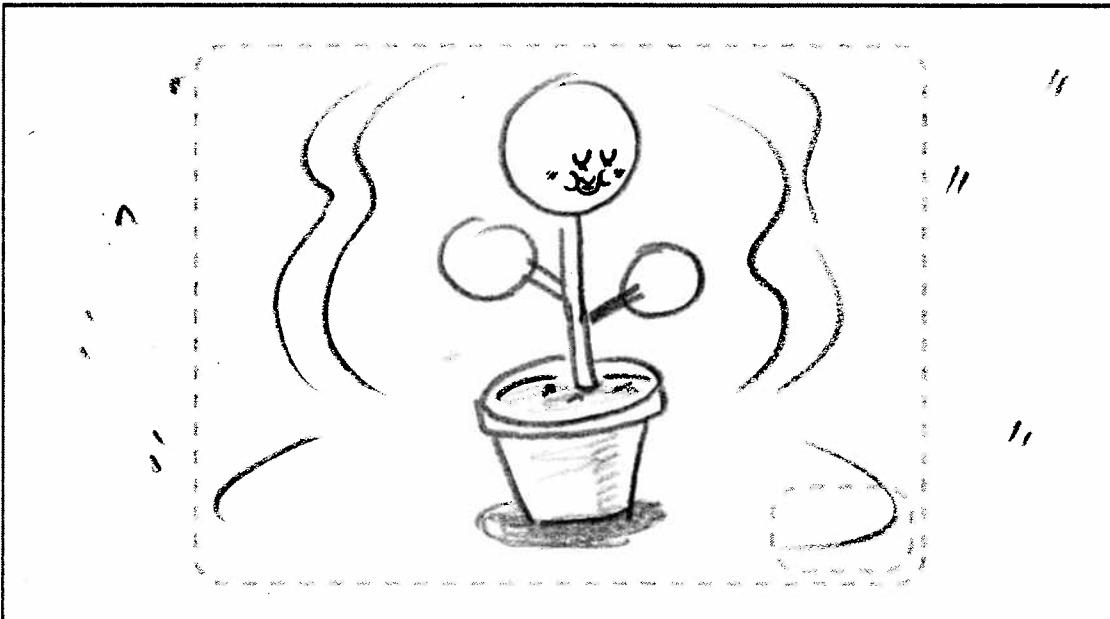
Page 184

Sc.

Pnl.

Bg.

day night

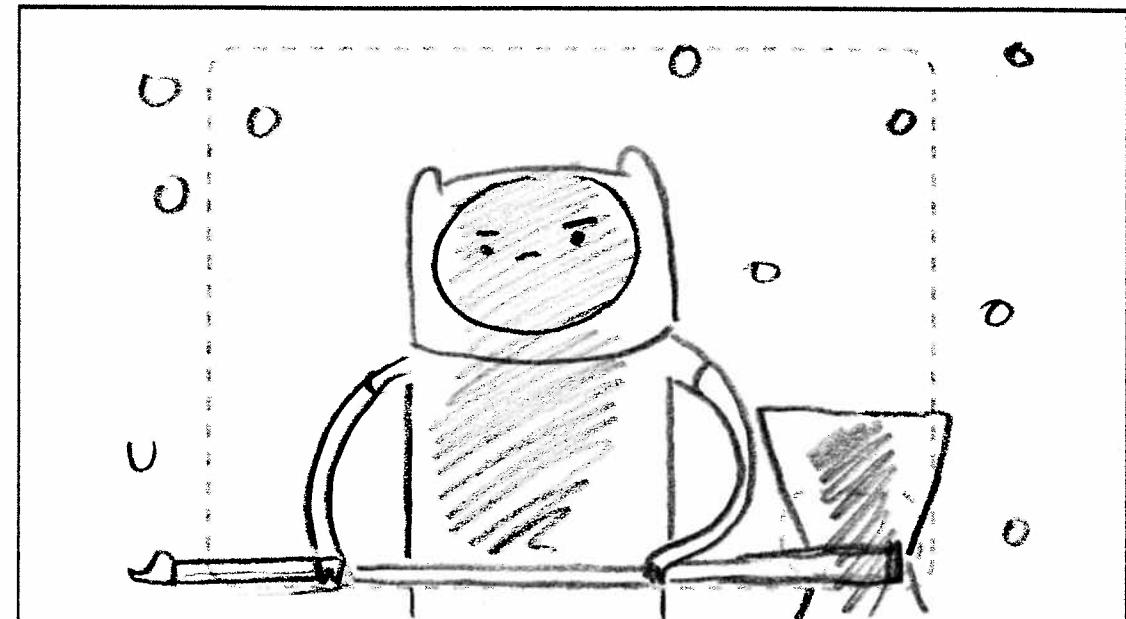


Sc.

Pnl.

Bg.

day night



EPISODE #

Dialog:

Action:

(JUST GLOWIN')

Timing:

Production :

# ADVENTURE TIME



Page 185

Sc.

Pnl.

Bg.

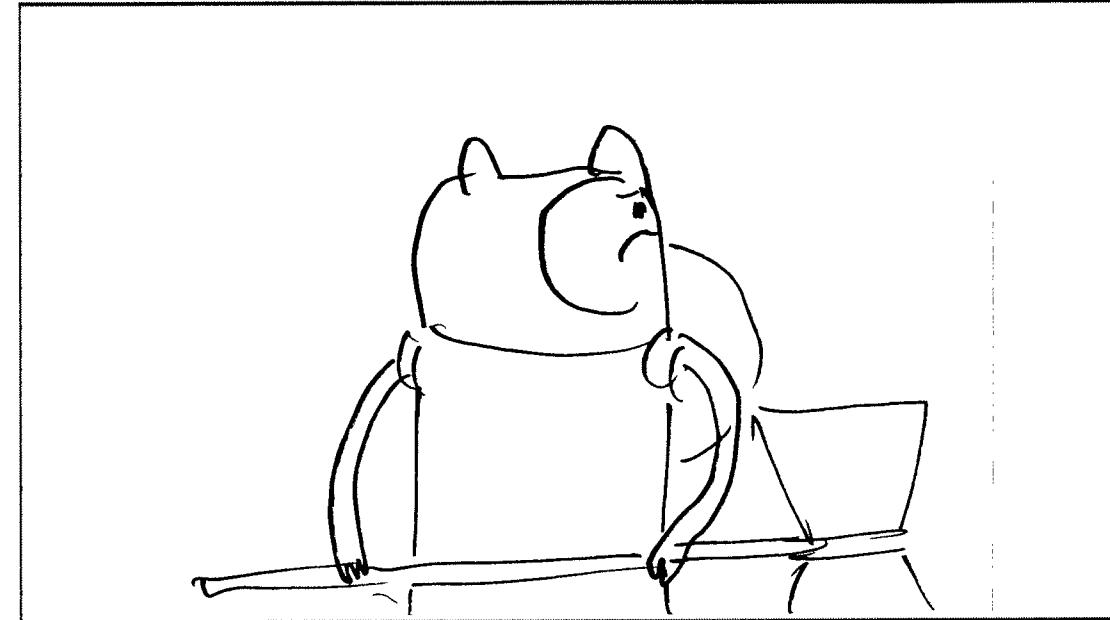
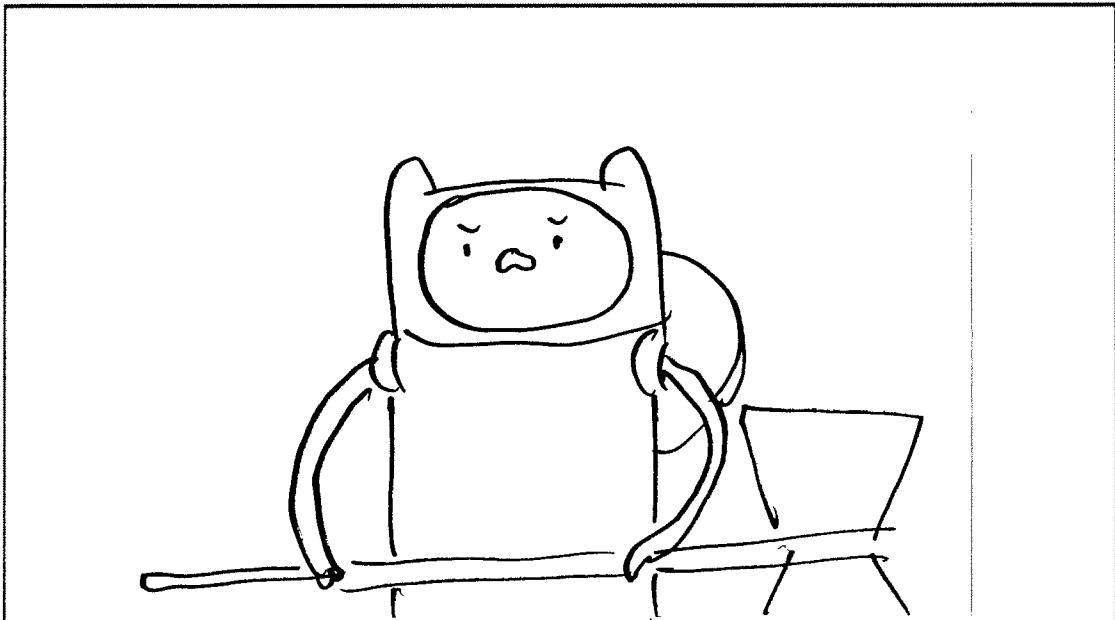
day night

Sc.

Pnl.

Bg.

day night



EPISODE #

Dialog:

F: I'm sure this will end  
happy . . .

F: Gulp . . .

Action:

Timing:

Production :

# ADVENTURE TIME



Page 186

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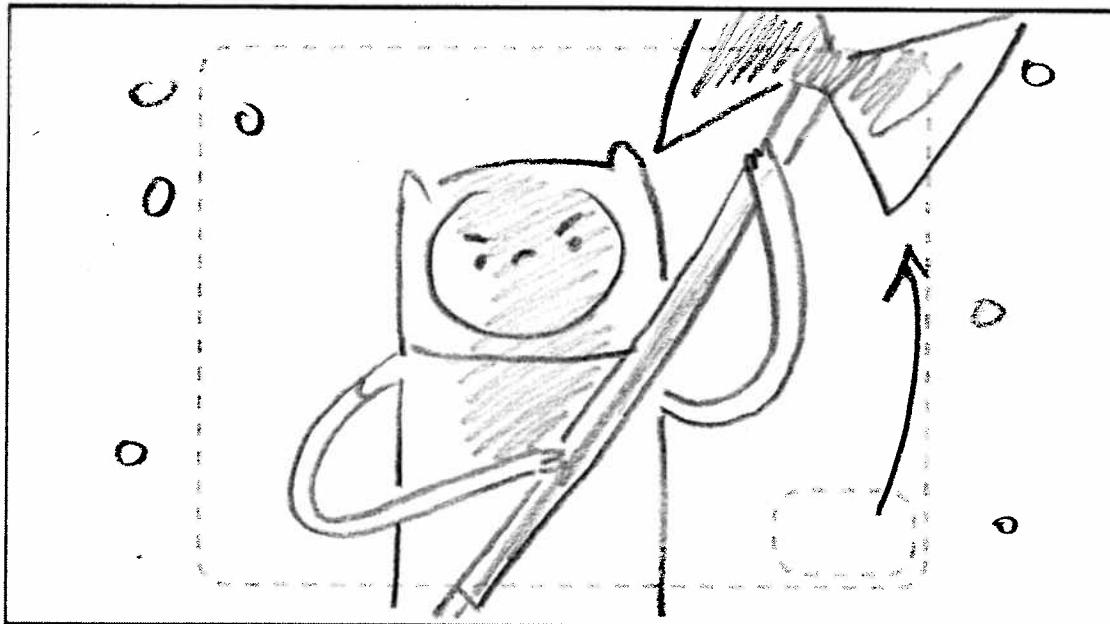
Sc.

Pnl.

2

Bg.

day night



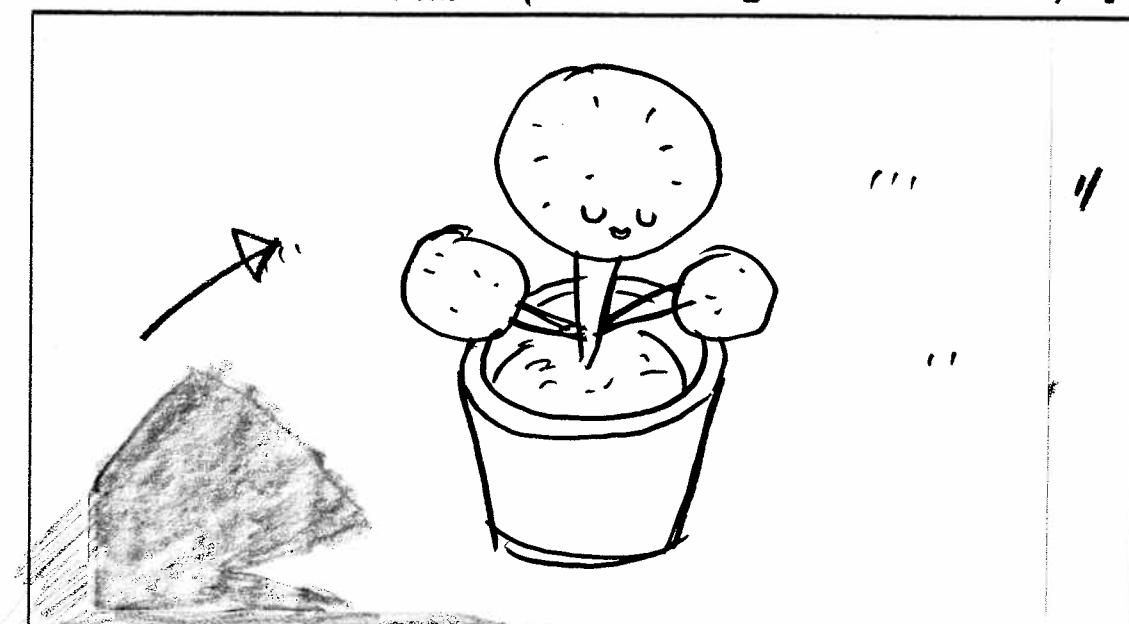
Sc.

Pnl.

1

Bg.

day night



Dialog:

Action:

F LIFTS UP B-A-T.

(shadow comes in

Timing:

EPISODE #

Production :

# ADVENTURE TIME



Page 187

Sc.

Pnl.

Bg.

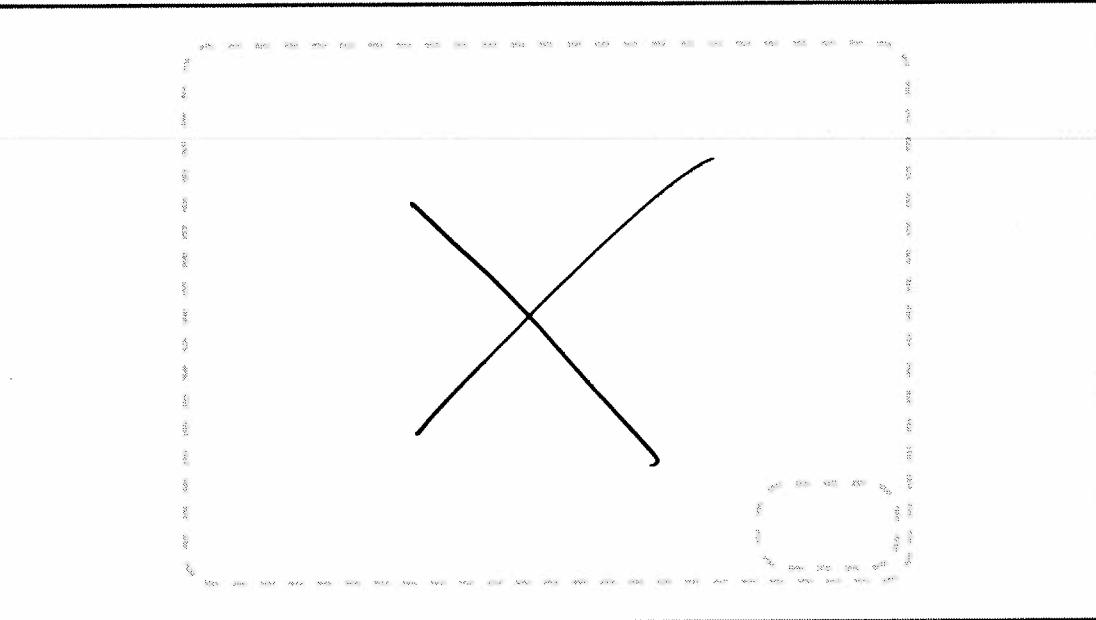
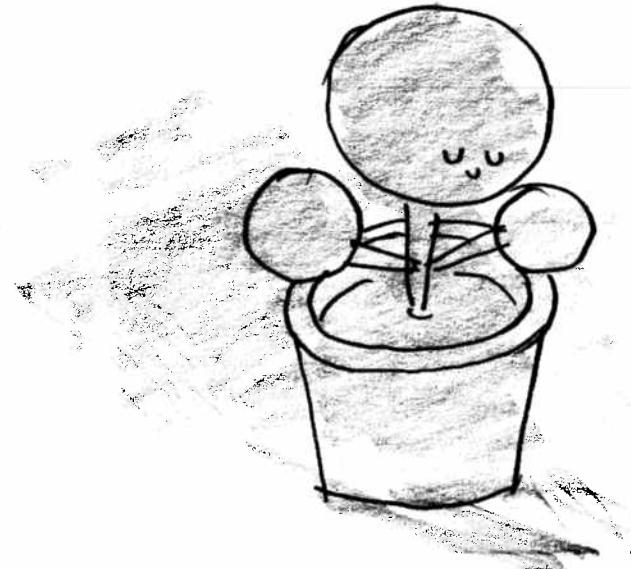
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Action:

Timing:

EPISODE #

Production :

# ADVENTURE TIME



Page 188

Sc.

Pnl.

Bg.

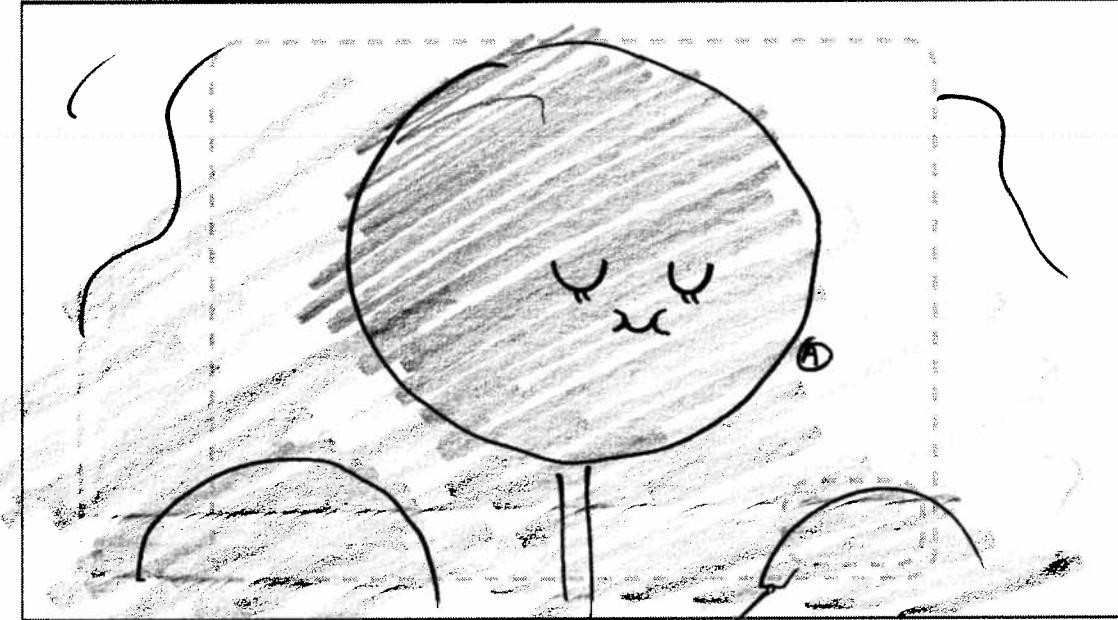
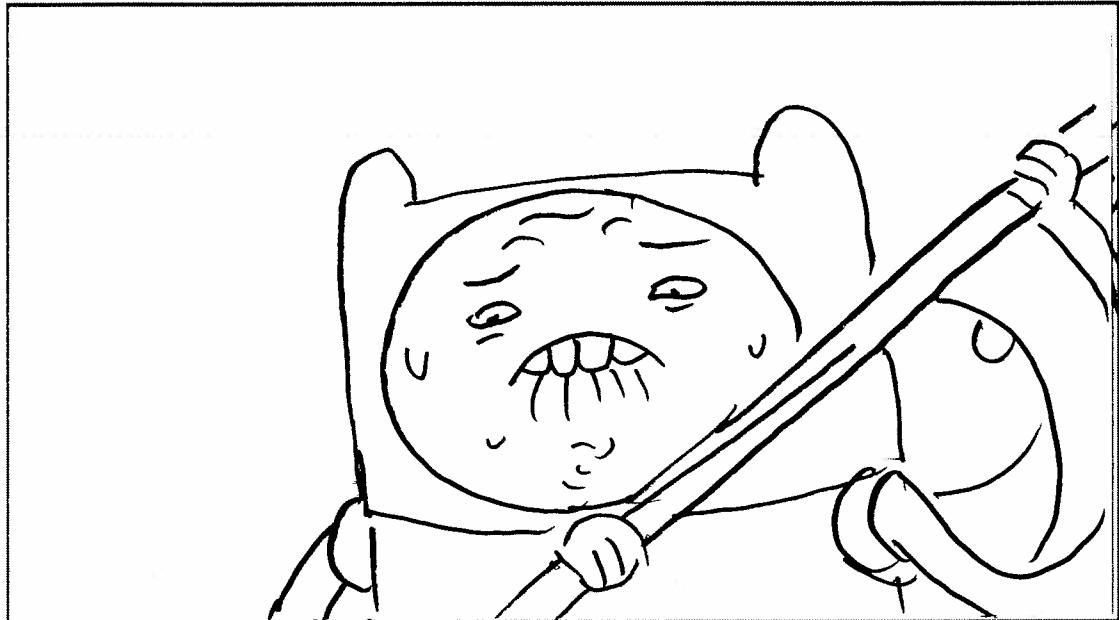
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Action:

③ • eyes open & shine.  
④ • cheeks blush

Timing:

EPISODE #

Production :

# ADVENTURE TIME



Page 189

Sc.

Pnl.

Bg.

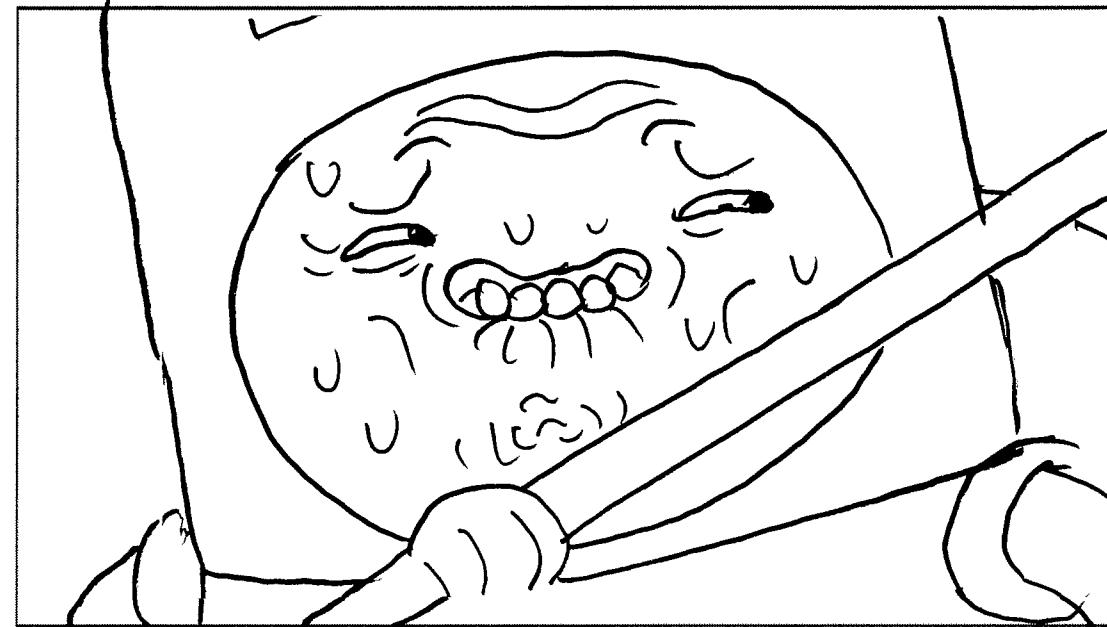
day night

Sc.

Pnl.

Bg.

day night



Dialog:

F: mmm

F: Urghh ..

Action:

Timing:

EPISODE #

Production :

# ADVENTURE TIME



Page 190

Sc.

Pnl.

Bg.

day night

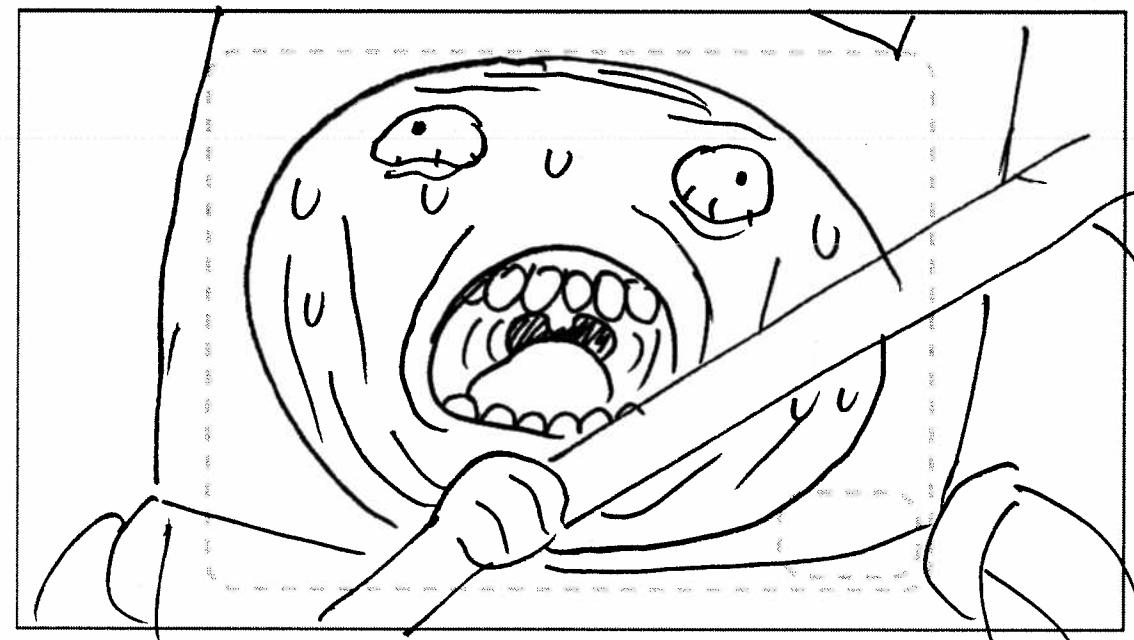


Sc.

Pnl.

Bg.

day night



EPISODE #

Dialog:

F: Mmm

F: Graah !!

Action:

Timing:

Production :

# ADVENTURE TIME



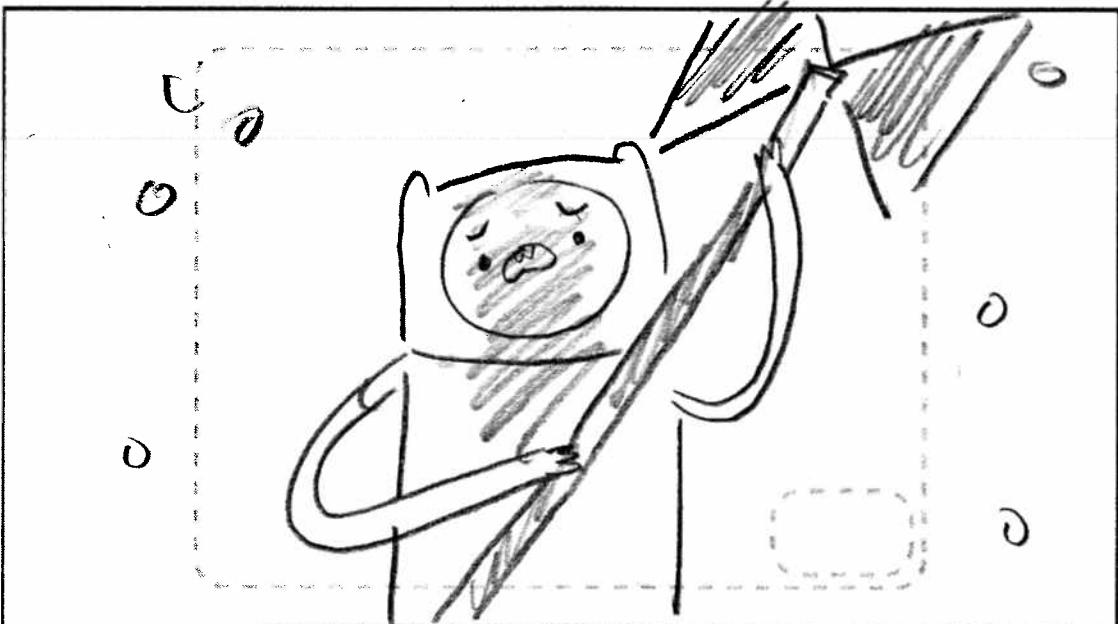
Page 191

Sc.

Pnl.

Bg.

day night

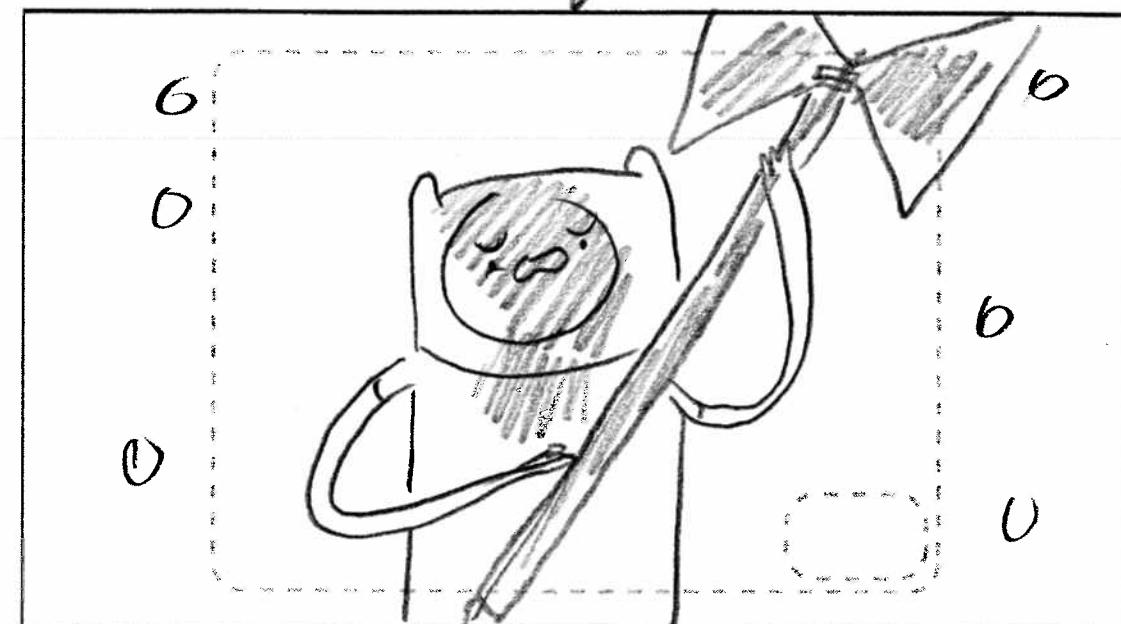


Sc.

Pnl.

Bg.

day night



EPISODE #

Production :

Dialog:

(F) I DON'T GET IT, USUALLY MARCELINE STOPS SOMETHING HORRIBLE BEFORE IT HAPPENS.

WHAT'S THE Twist?

Action:

Timing:

# ADVENTURE TIME



Page 92

EPISODE #

Production :

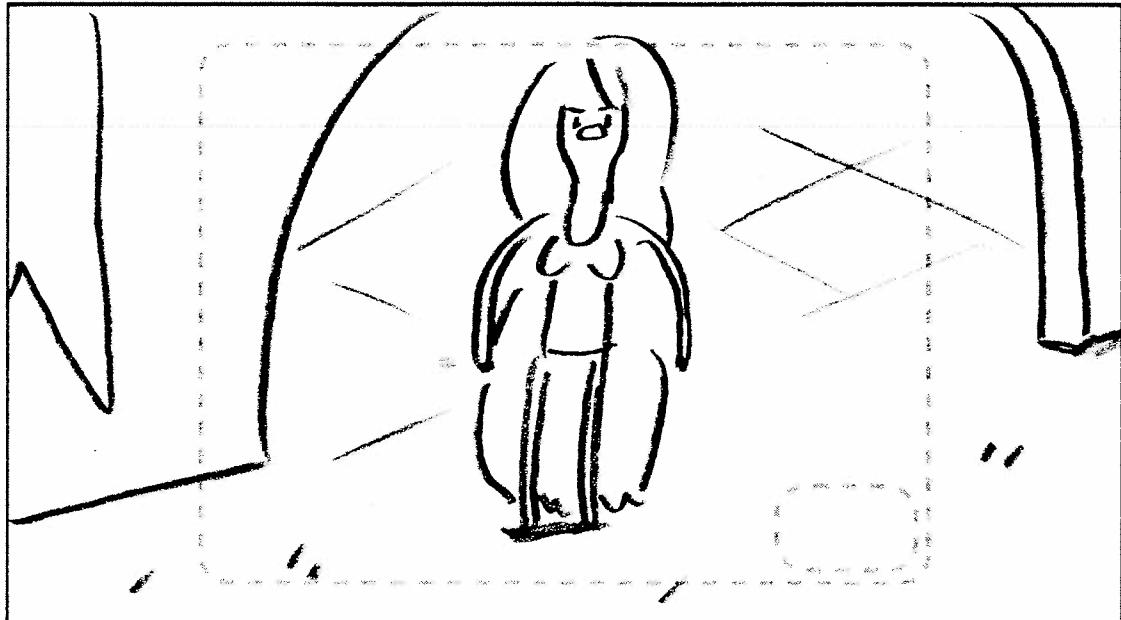
Sc.

Pnl.

1

Bg.

day night



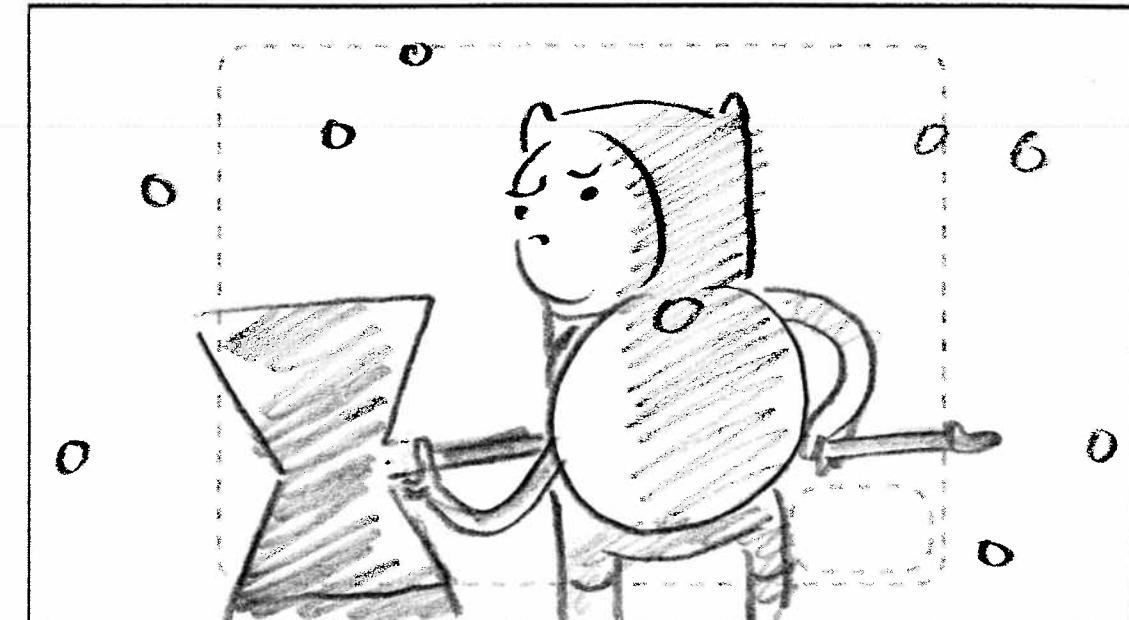
Sc.

Pnl.

1

Bg.

day night



Dialog:

(m) THERE IS no TWIST,  
KILL IT!

Action:

Timing:

# ADVENTURE TIME



Page 193

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Sc.

Pnl.

Bg.

day night

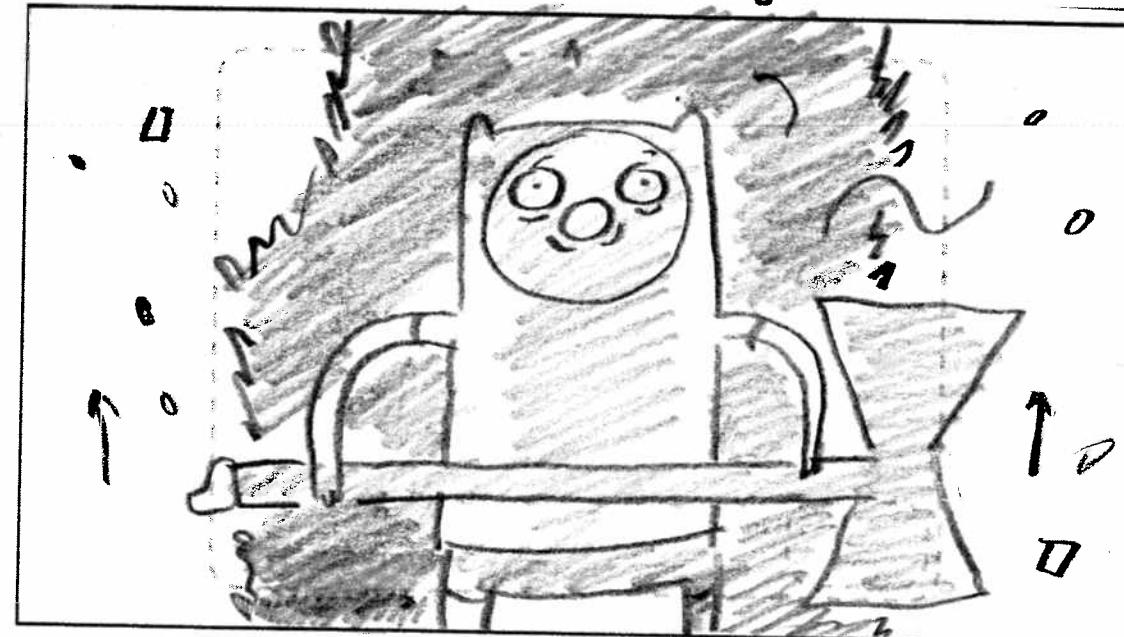


Sc.

Pnl.

Bg.

day night



Dialog:

Ⓐ MARCELINE! WHAT  
AM I...

(SFX: BOOOOSH)

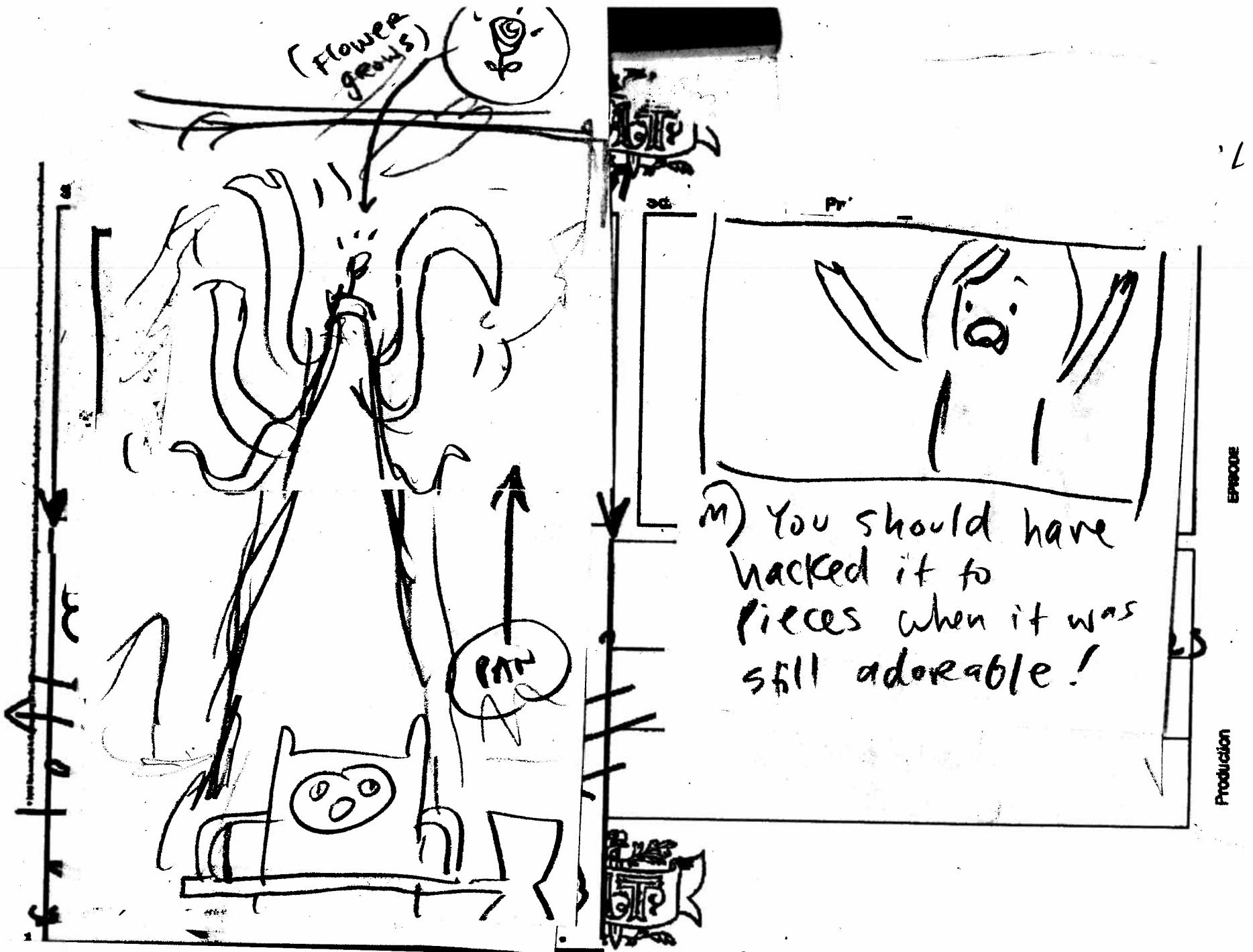
Action:

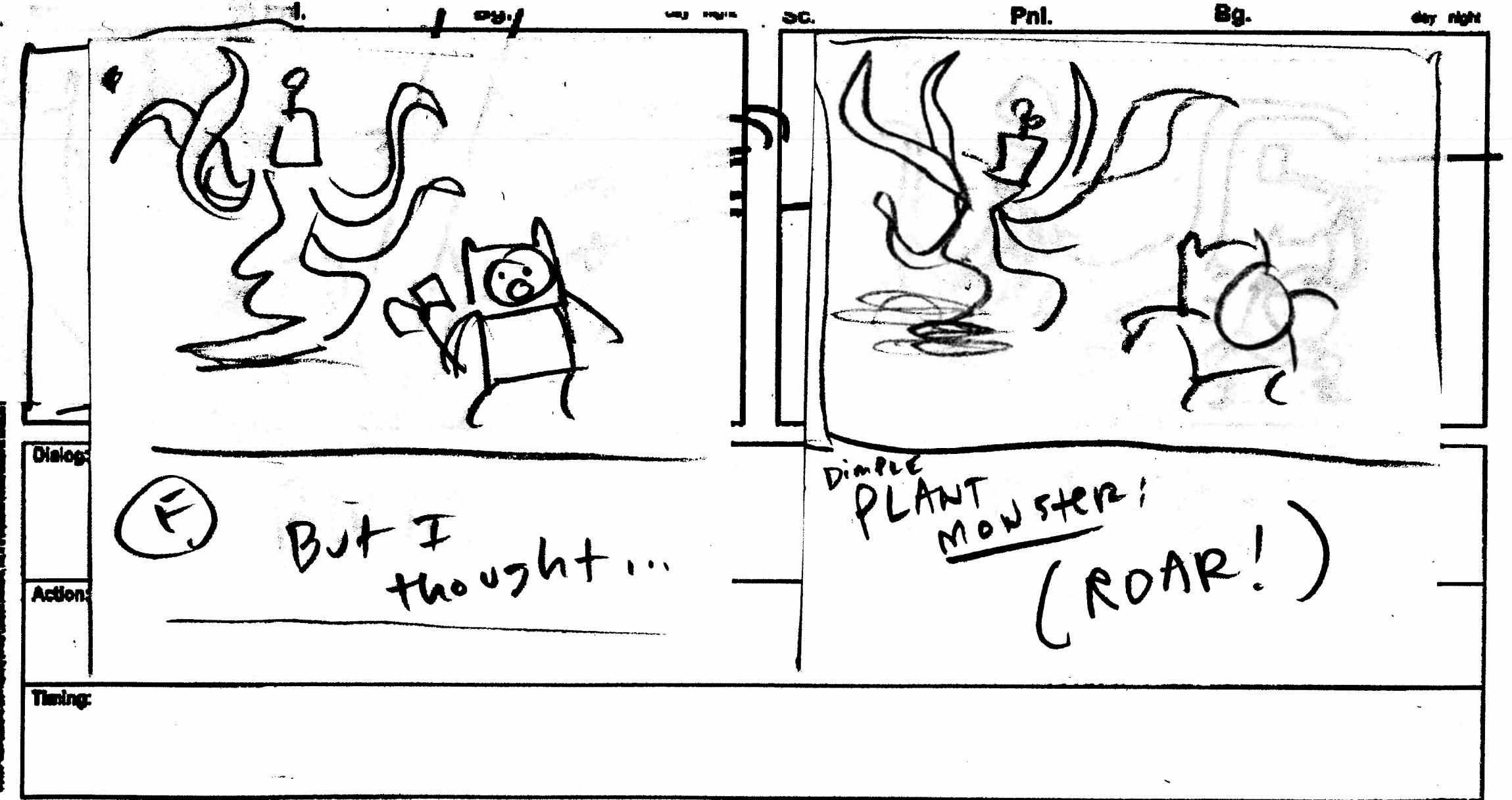
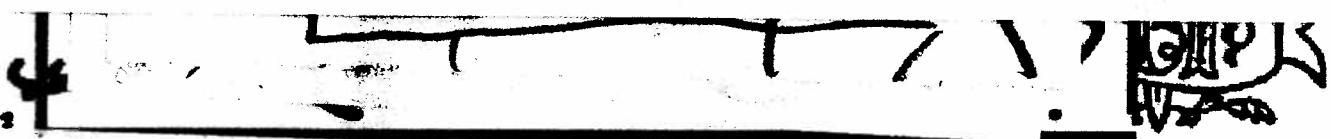
GIGANT PLANT THROWS US UP

Timing:

EPISODE #

Production :





# ADVENTURE TIME



Page KSA

Sc.

Pnl.

Bg.

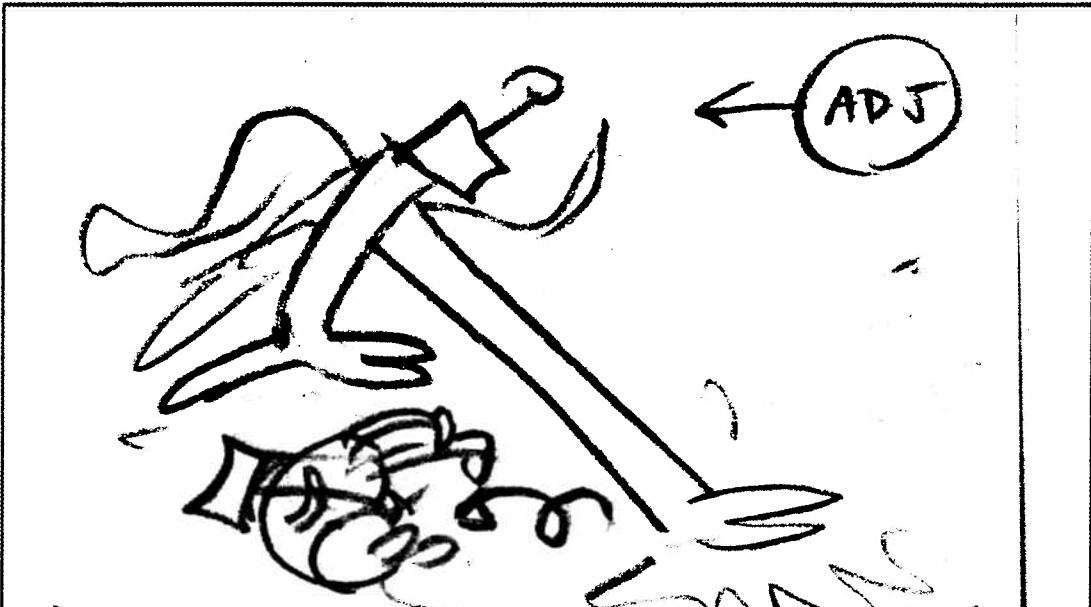
day night

Sc.

Pnl.

Bg.

day night

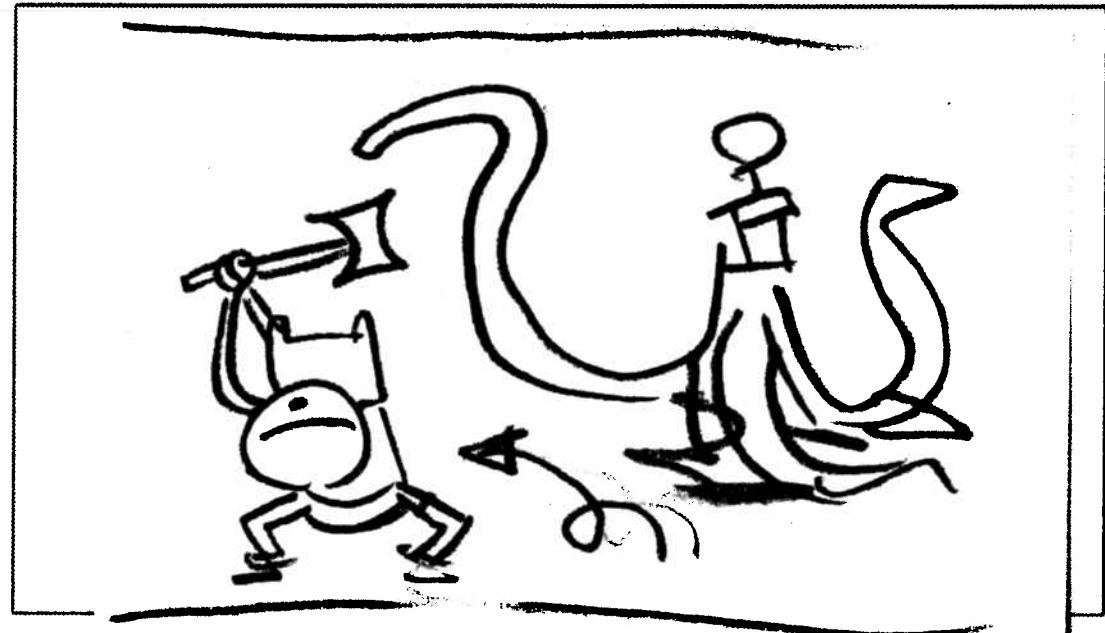


Dial (Finn rolls out of the way)

BOOM!

Acti

Timing:

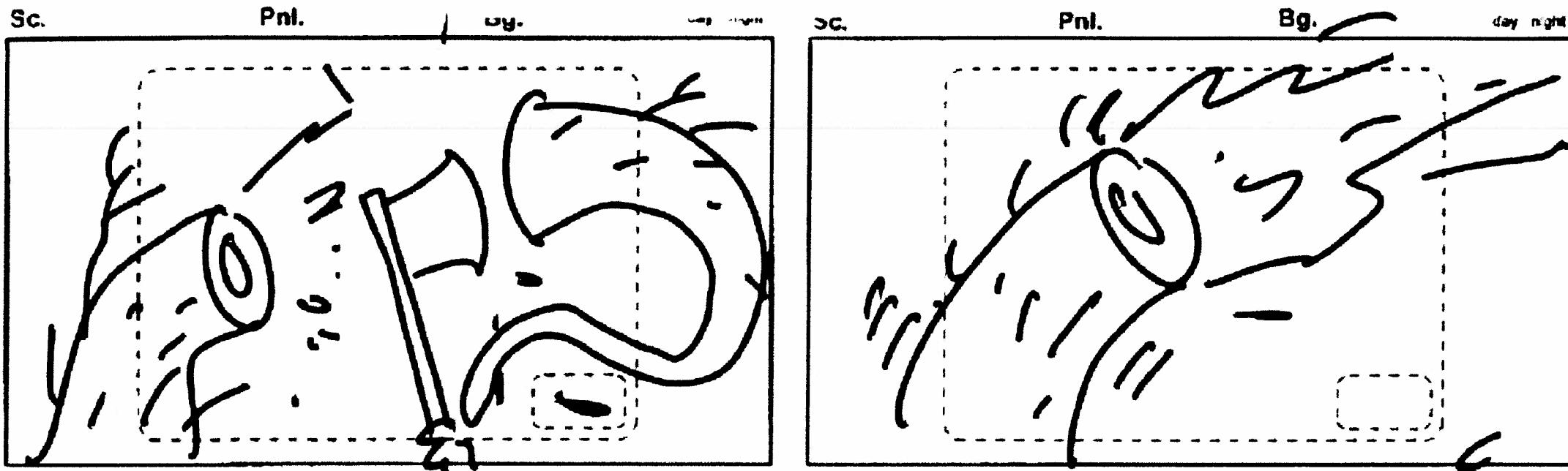


EPISODE #

Production



Page 196



EPISODE

Dialog:

SCHLING!

SCREEEEECH!

Action:

Timing:

Production



Sc.

Pnl.

Dg.

Loc. 1000

Sc.

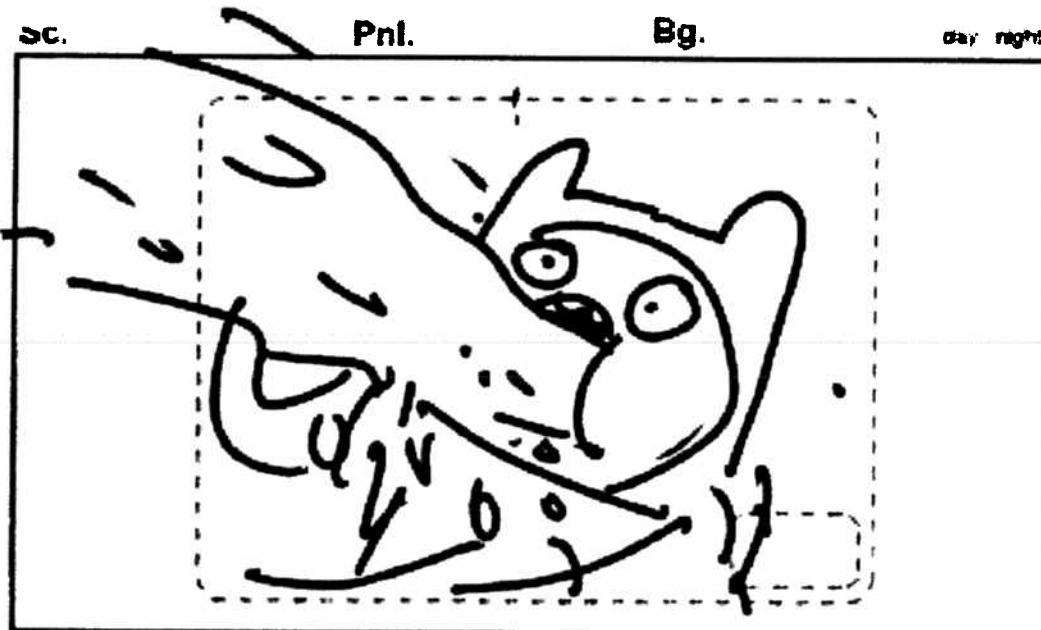
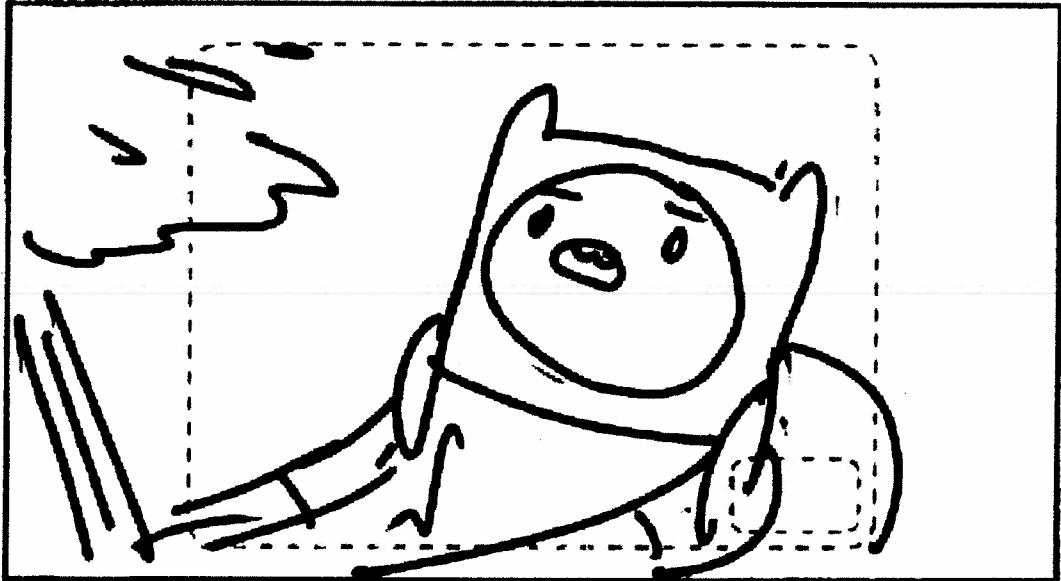
Pnl.

Bg.

Page 115

day night

197



Dialog:

F) AGRRRR..

Action:

Timing:

EPISODE 2

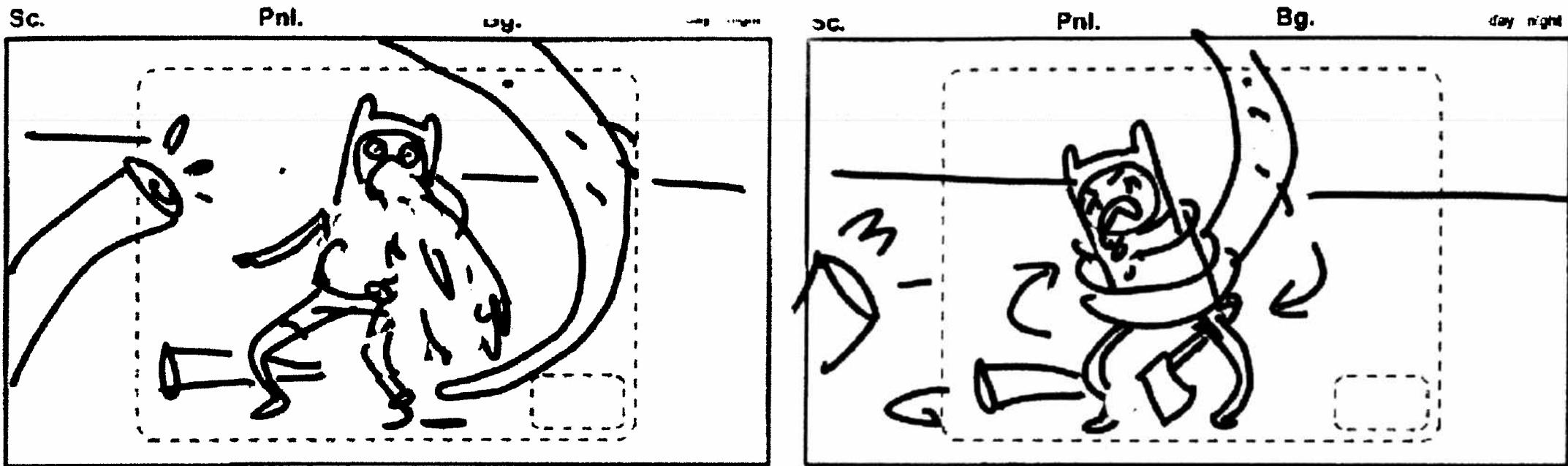
Production



Reink  
Reink... Reink.



Page 198



EPISODE

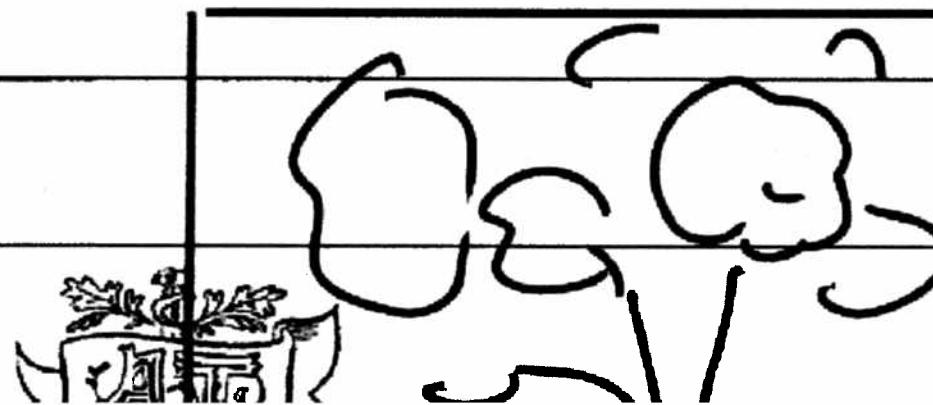
Dialog:

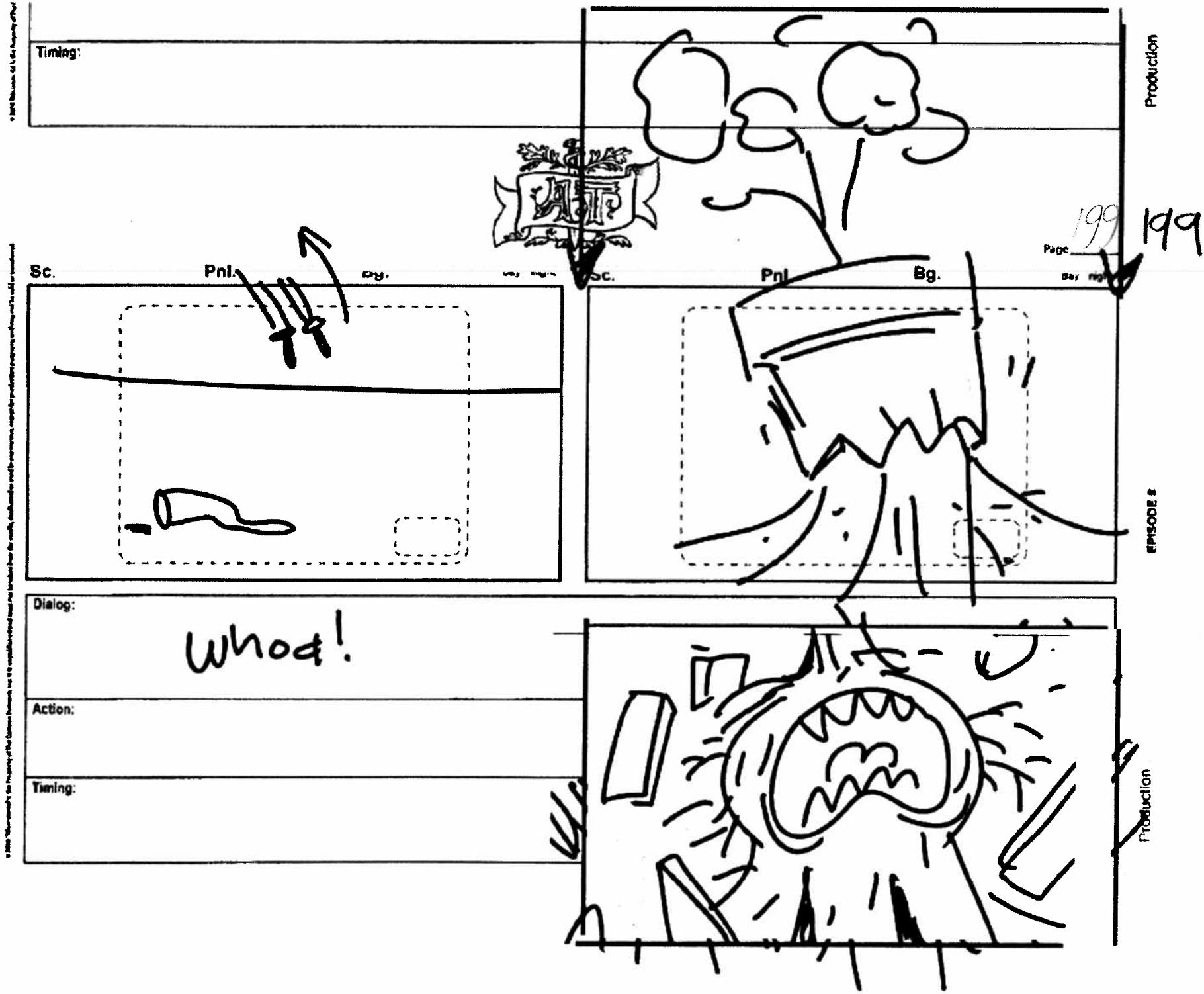
Aerrggggle... sick!

Action:

Timing:

Production







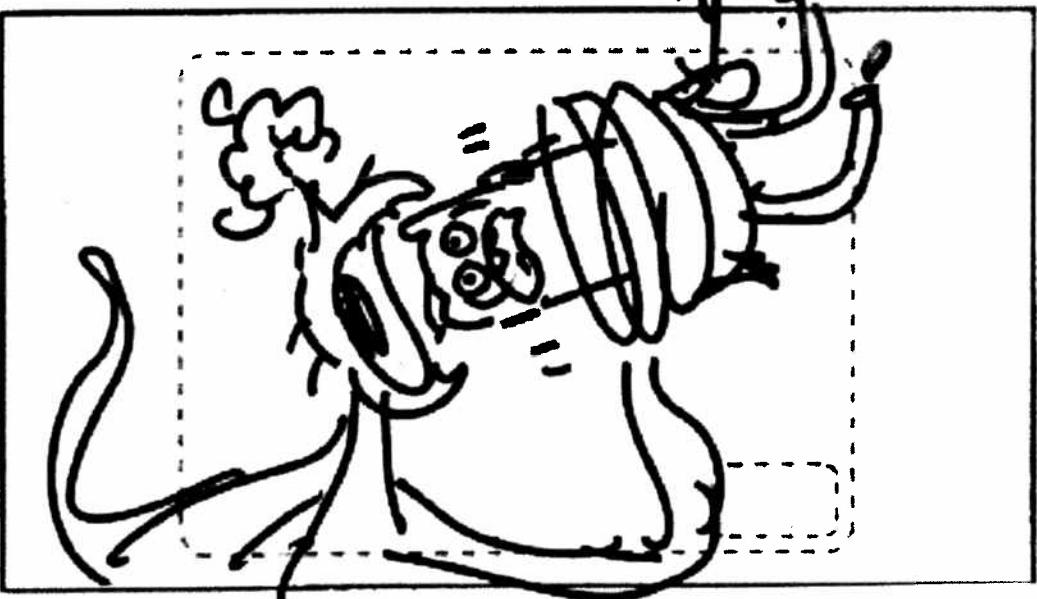
Page 200

Sc.

Pnl.

WY.

Pf

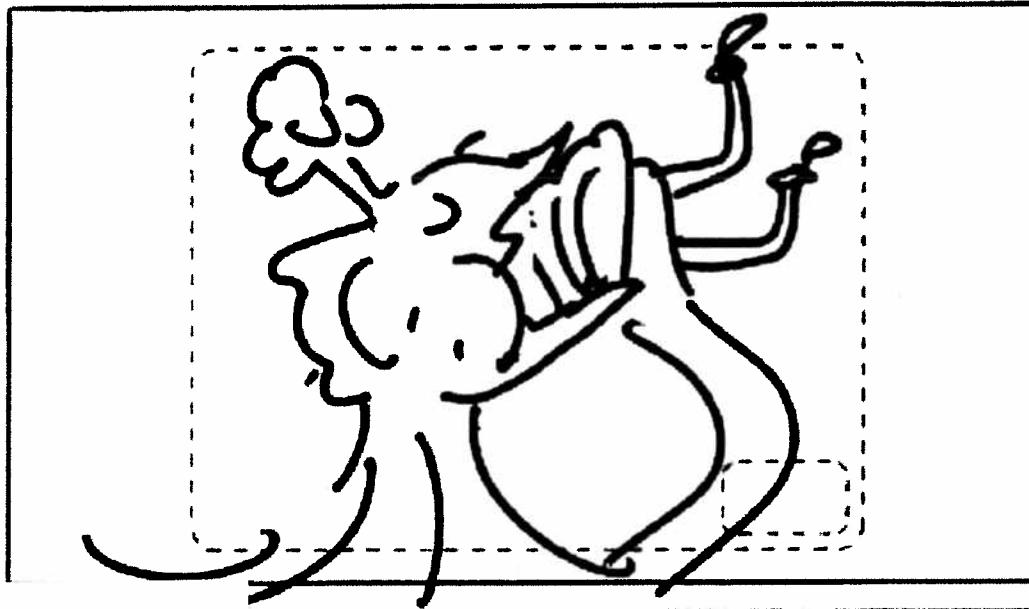


Sc.

Pnl.

Bg.

day night



Dialog:

F) Ahhh.

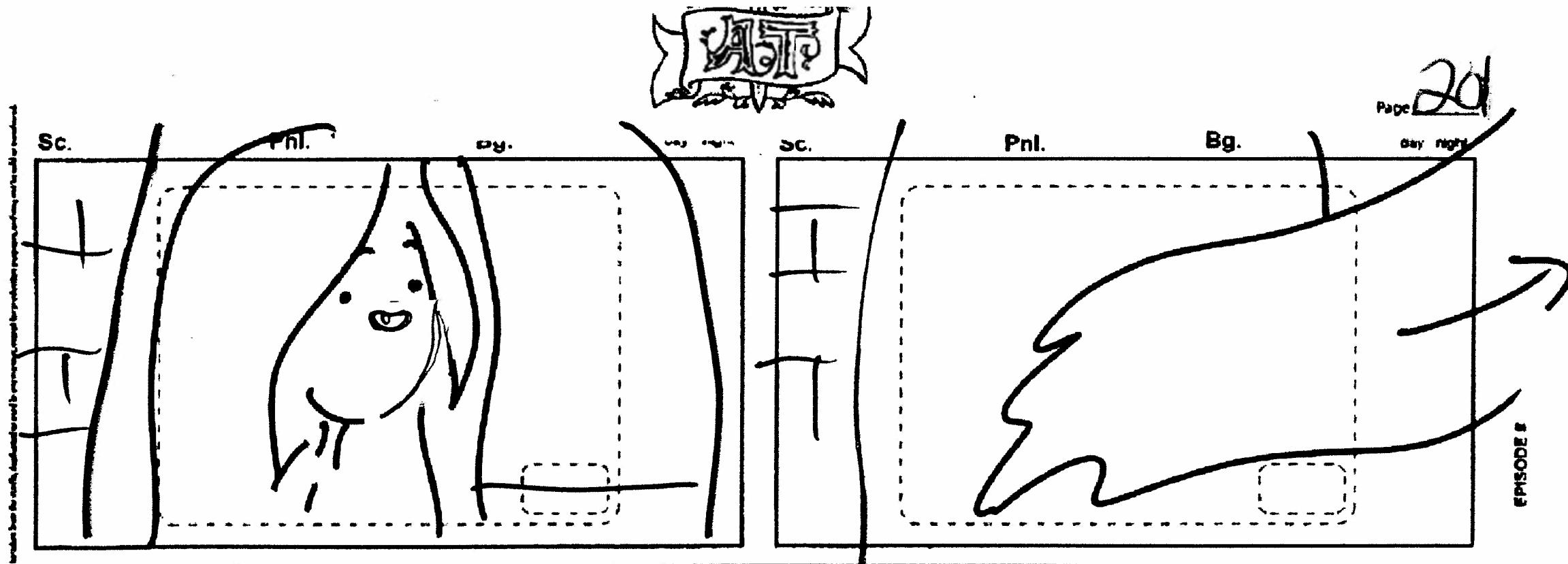
Action:

Timing:

Revise  
with knot  
hole mouth  
instead of <sup>little</sup>  
<sup>shape of mouth</sup>

EPISODE

Production



Dialog:

m) Oh boy. —

Action:

Timing:

Production

WTFoOSH!



202

Sc.

Pnl.

Wg.

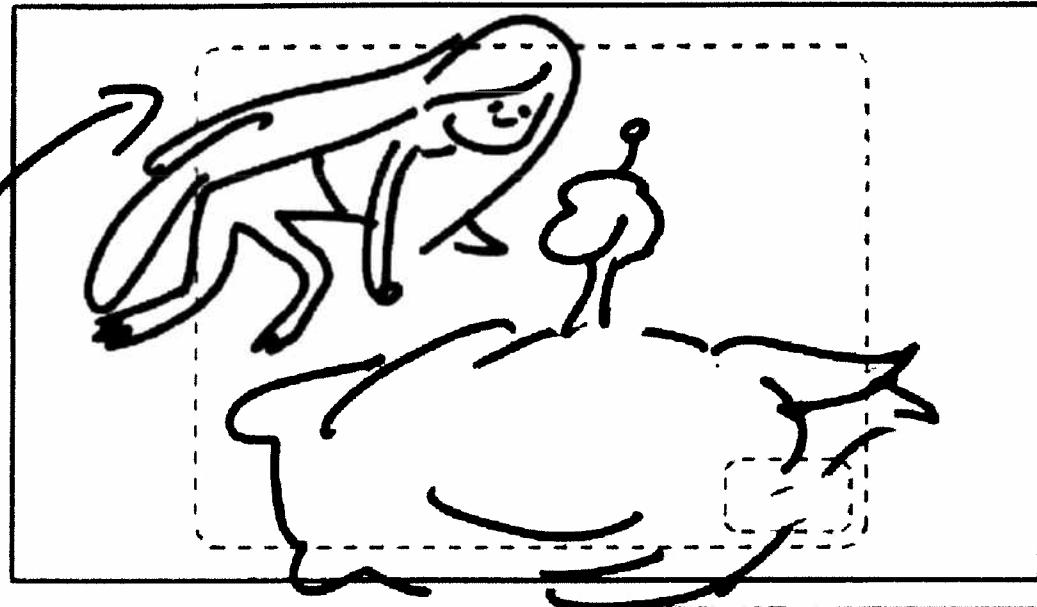
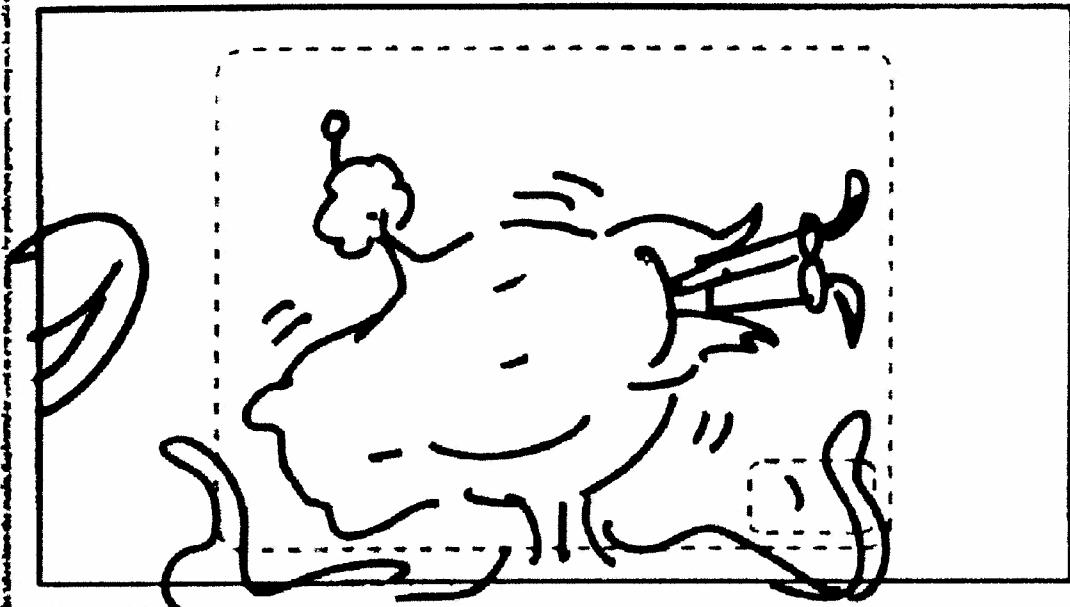
→ right

Sc.

Pnl.

Bg.

day night



Dialog:

Action:

Timing:

EPISODE

Production



202



Page 203

Sc.

Pnl.

sky.

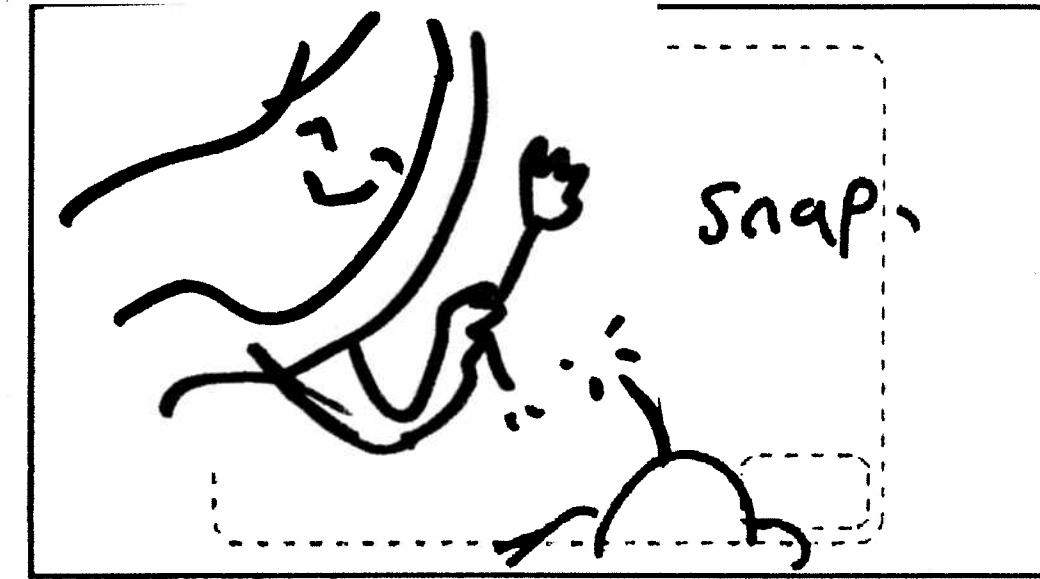
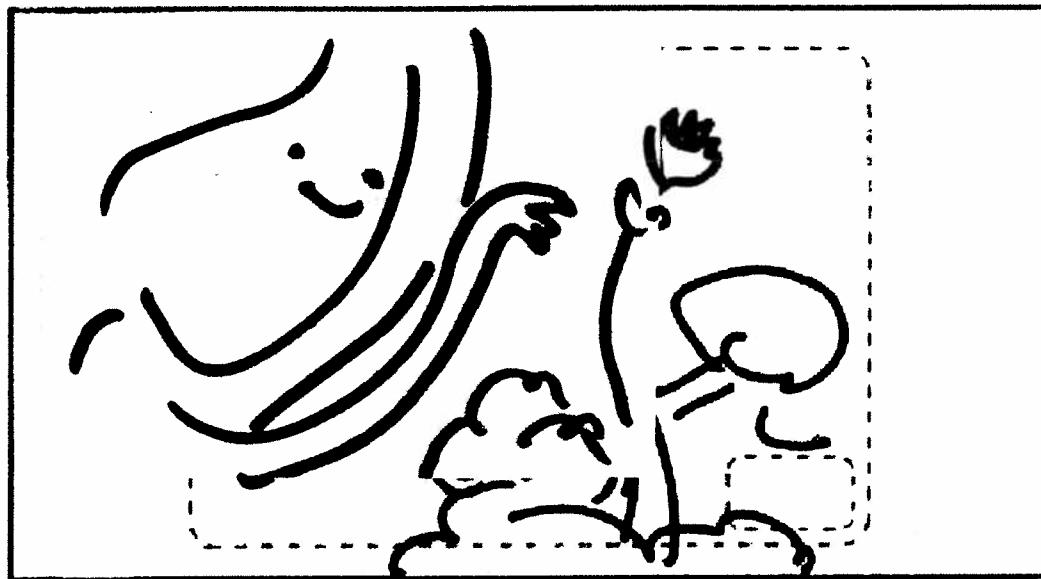
day night

Sc.

Pnl.

Bg.

day night



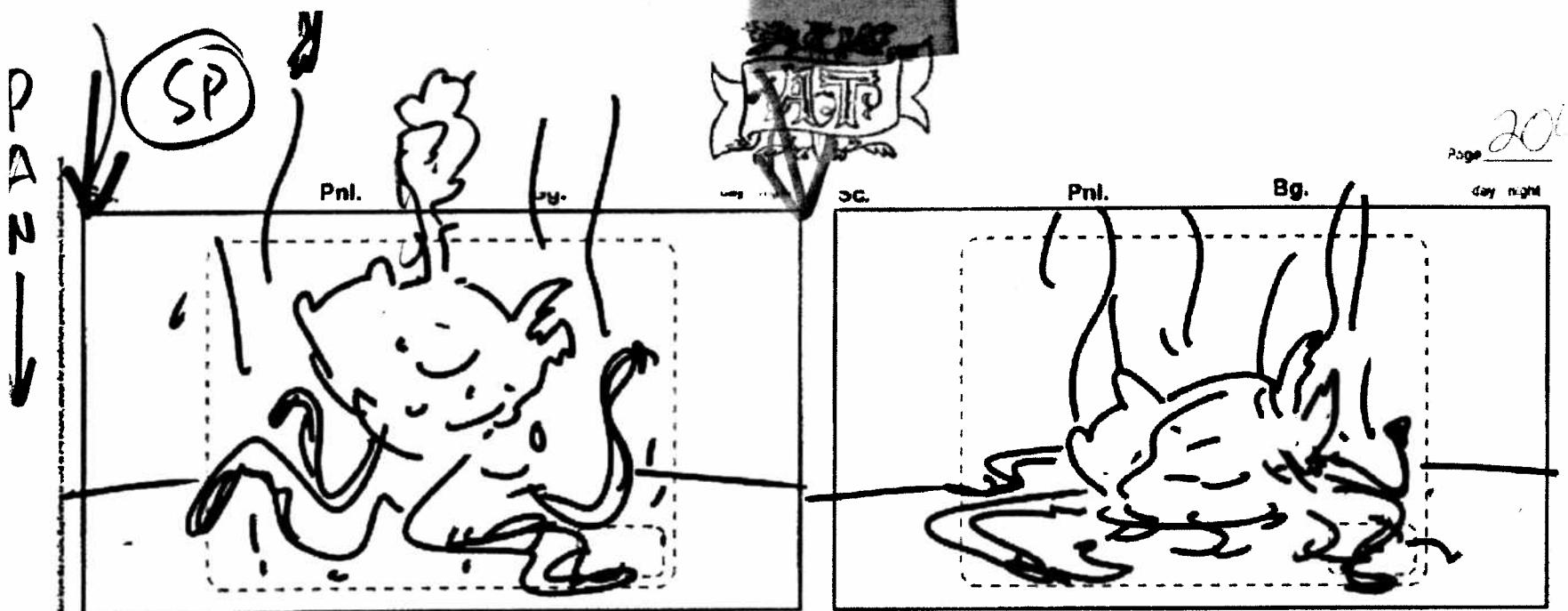
Dialog:

Action:

Timing:

EPISODE 2

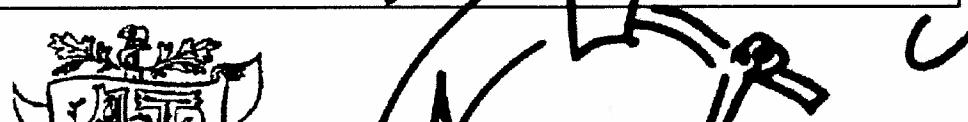
Production



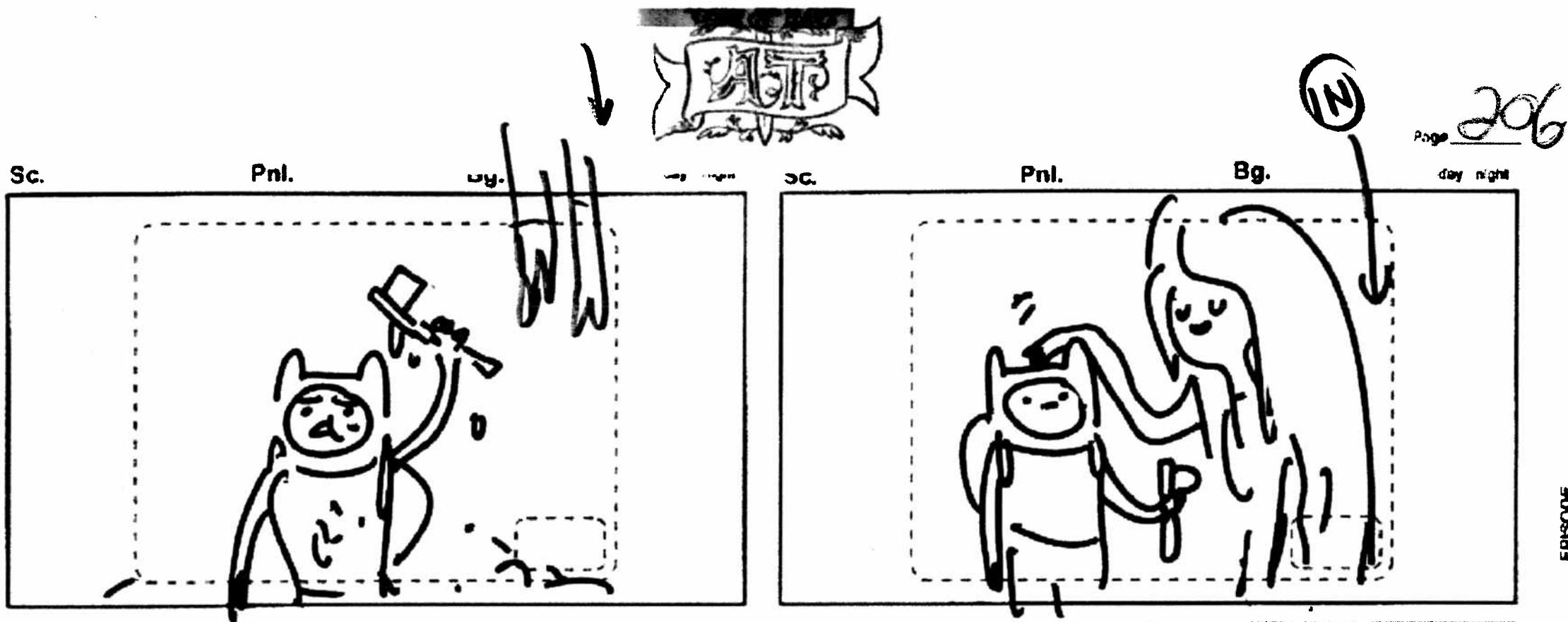
**Dialog:**

**Action:**

### Timing:







Dialog:

F) Huff - puff.  
- huff

Action:

Timing:

EPISODE

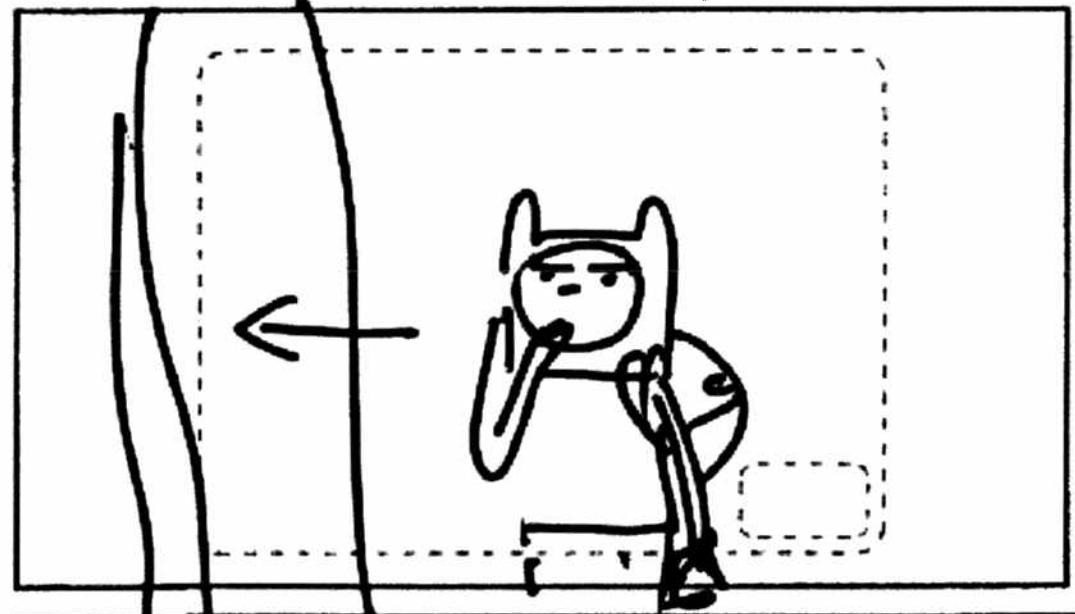
Production



Sc.

Pnl.

By.

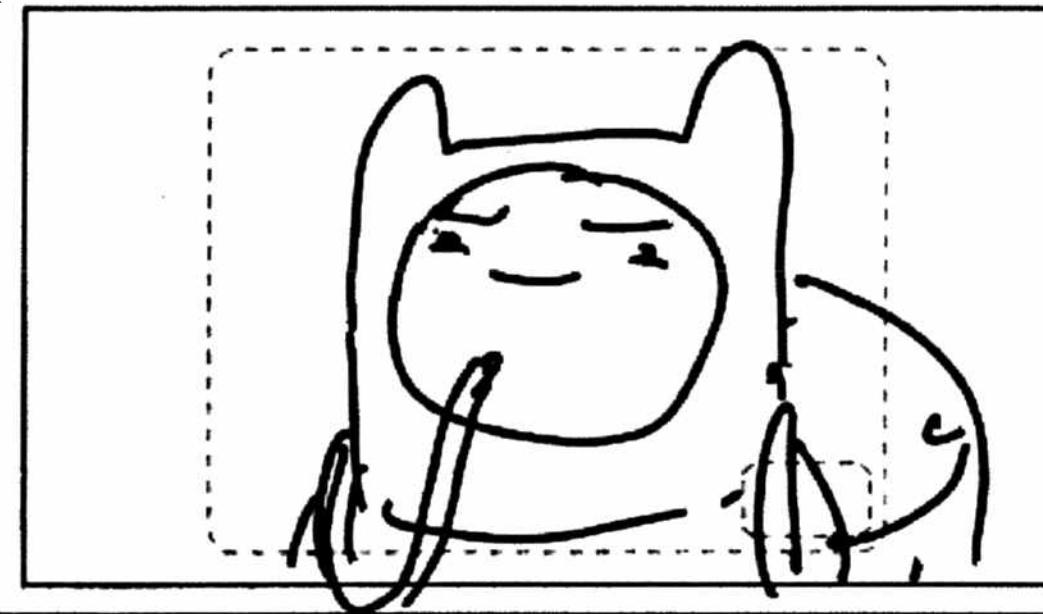


Sc.

Pnl.

Bg.

day night



EPISODE 2

Dialog:

F) hmm...

Action:

Timing:





Page 208

Sc.

Pnl.

bg.

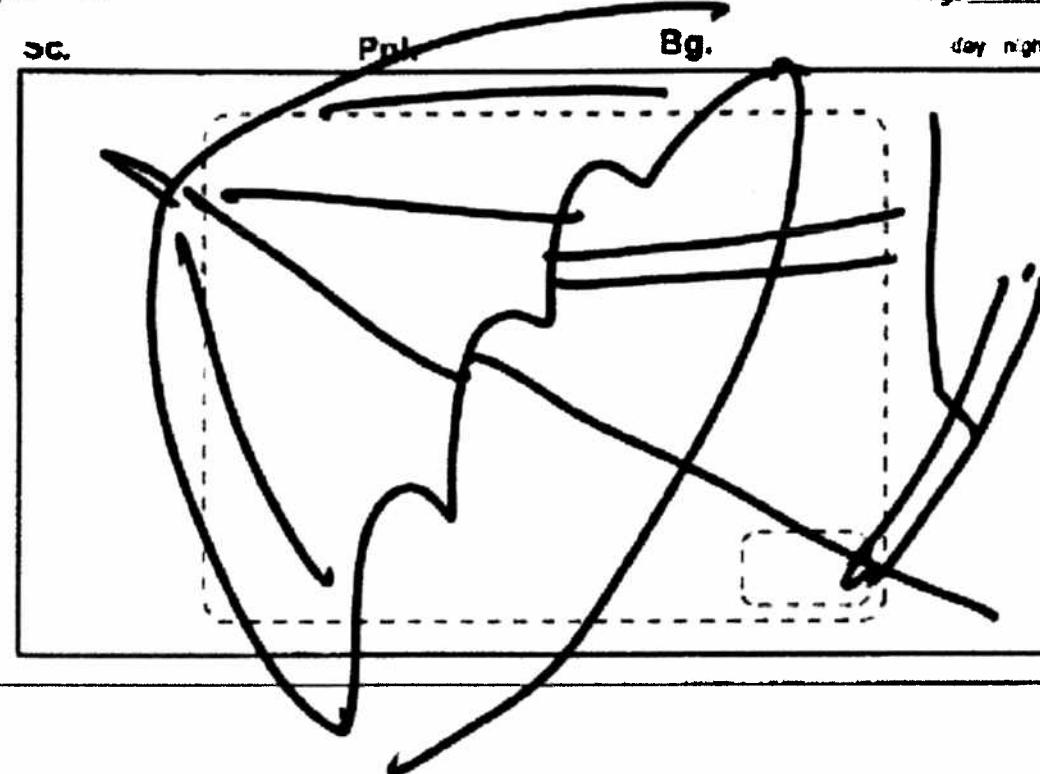
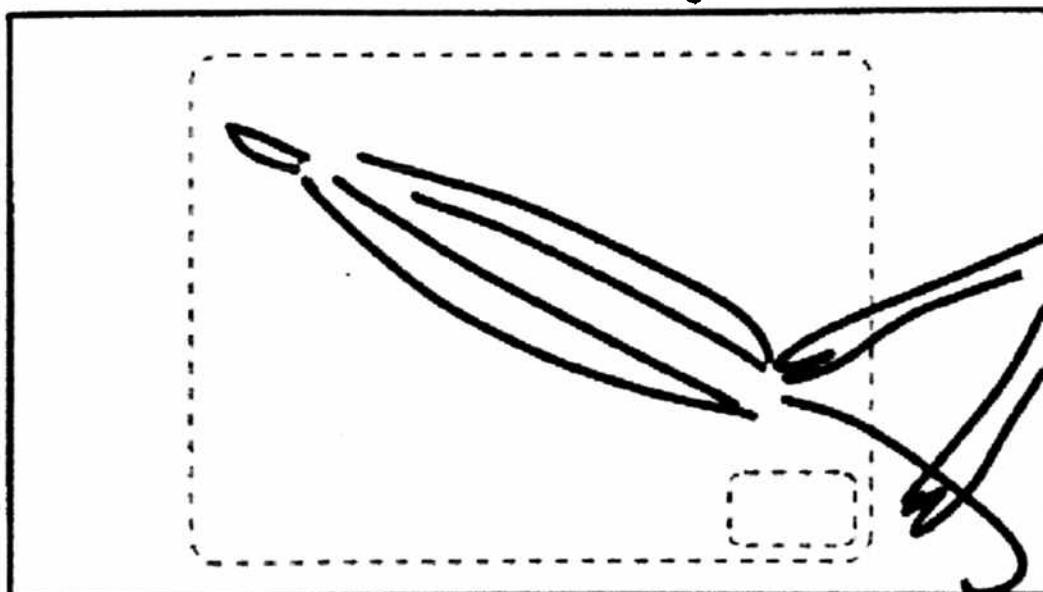
→ ←

Sc.

Pnl.

Bg.

day night



Dialog:

Action:

Timing:

FWUMP!

EPISODE

Production



Sc.

Pnl.

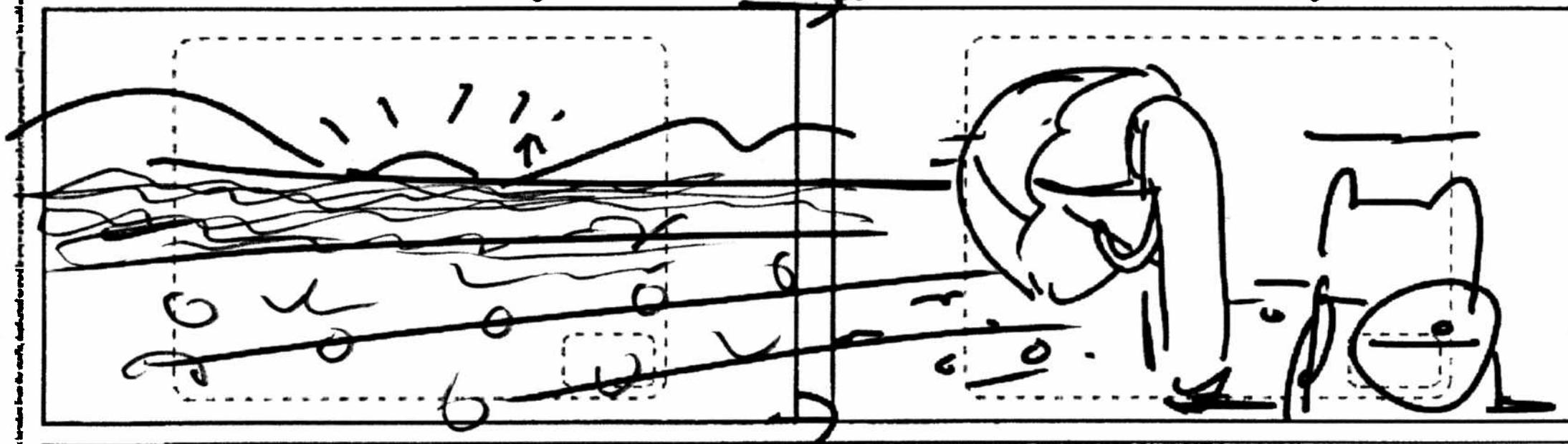
By.

C.

Pnl.

Bg.

day night



Dialog:

F) Hey!

Action:

strawberry patch

Timing:

EPISODE 2

Production

# ADVENTURE TIME



Page 210

Sc.

Pnl.

Bg.

day night

Sc.

Pnl.

Bg.

day night

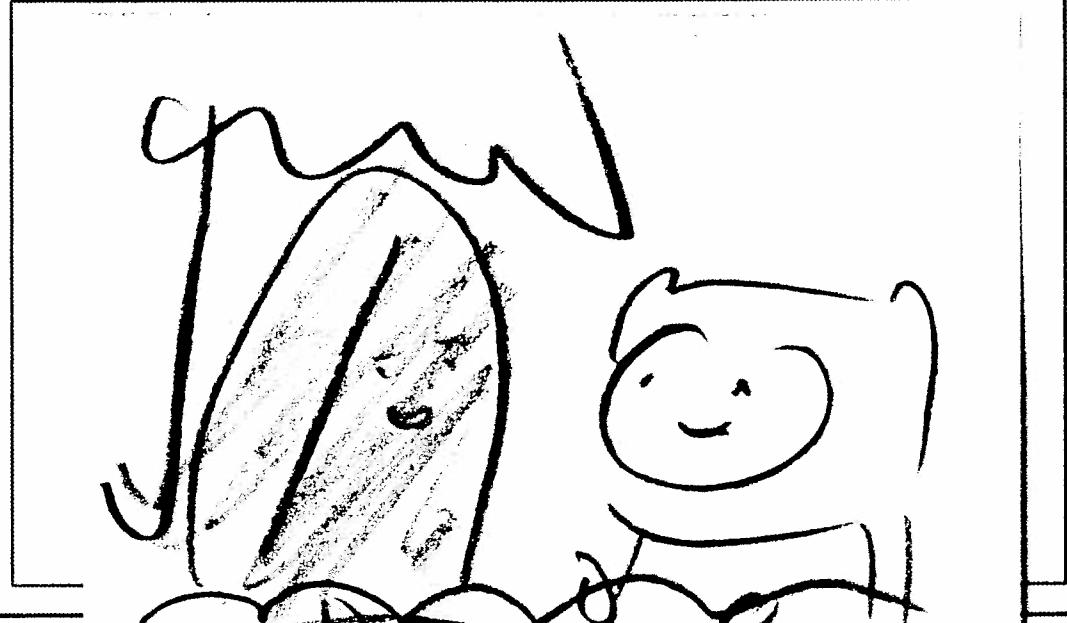


Dialog

F) ~~can~~ ~~the~~ can't ~~the~~ like, ~~the~~ destroy you?

Action

Timing:



M) I like livin' on  
the edge...

EPISODE #

Production:

# ADVENTURE TIME



Page 211

Sc.

Pnl.

Bg.

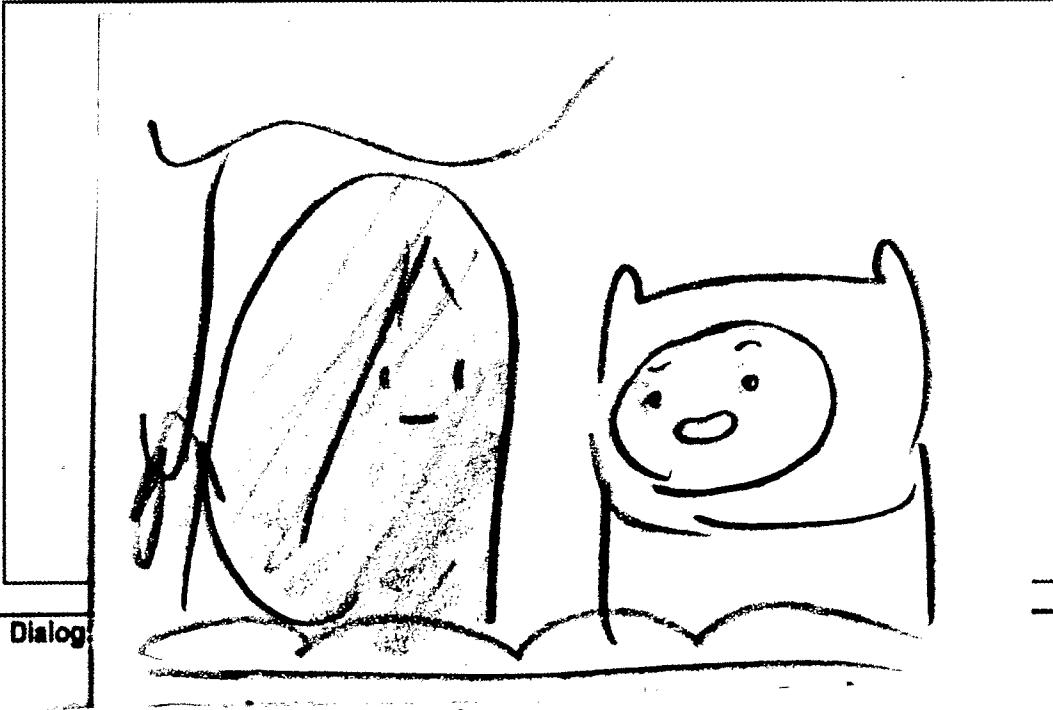
day night

Sc.

Pnl.

Bg.

day night



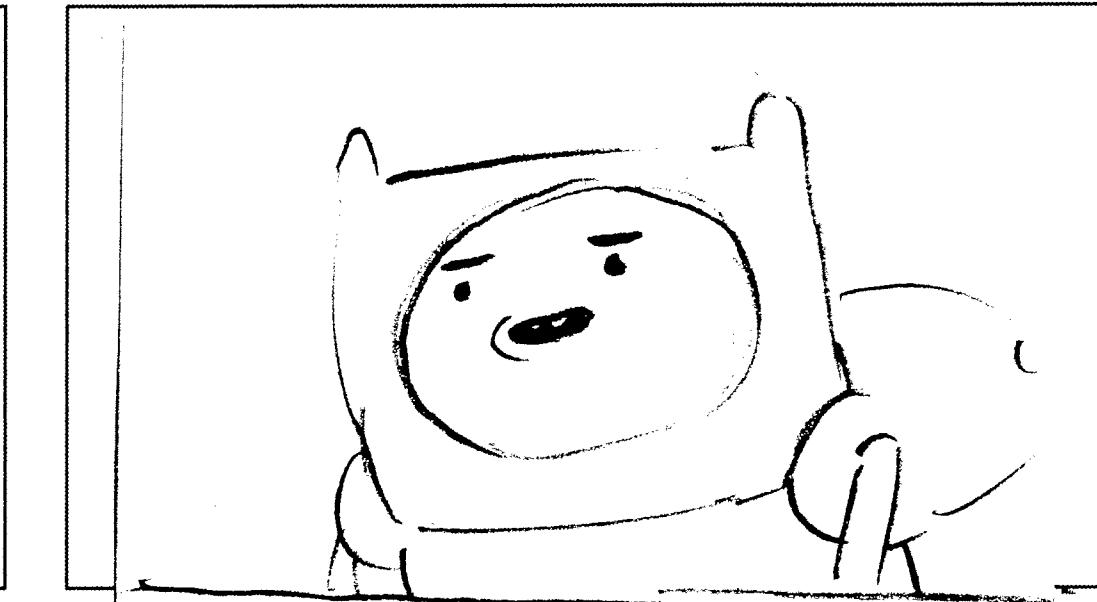
Dialog

Act

Tim

F. Don't you mean  
clippin on the hedge?

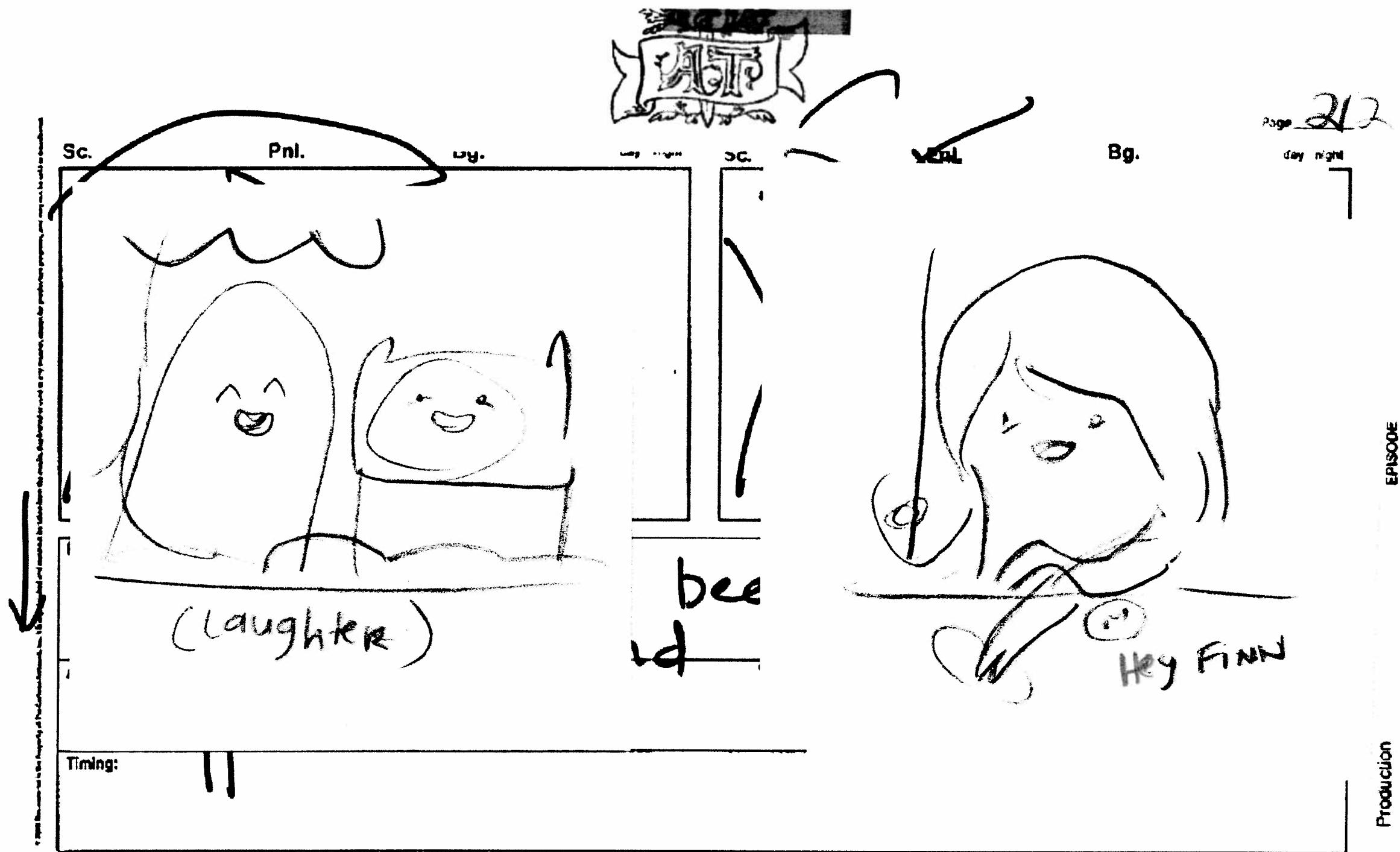
Alt: that sounds  
dangerous.  
(read like Flurop)



I like clippin  
on the hedge.

EPISODE #

Production:

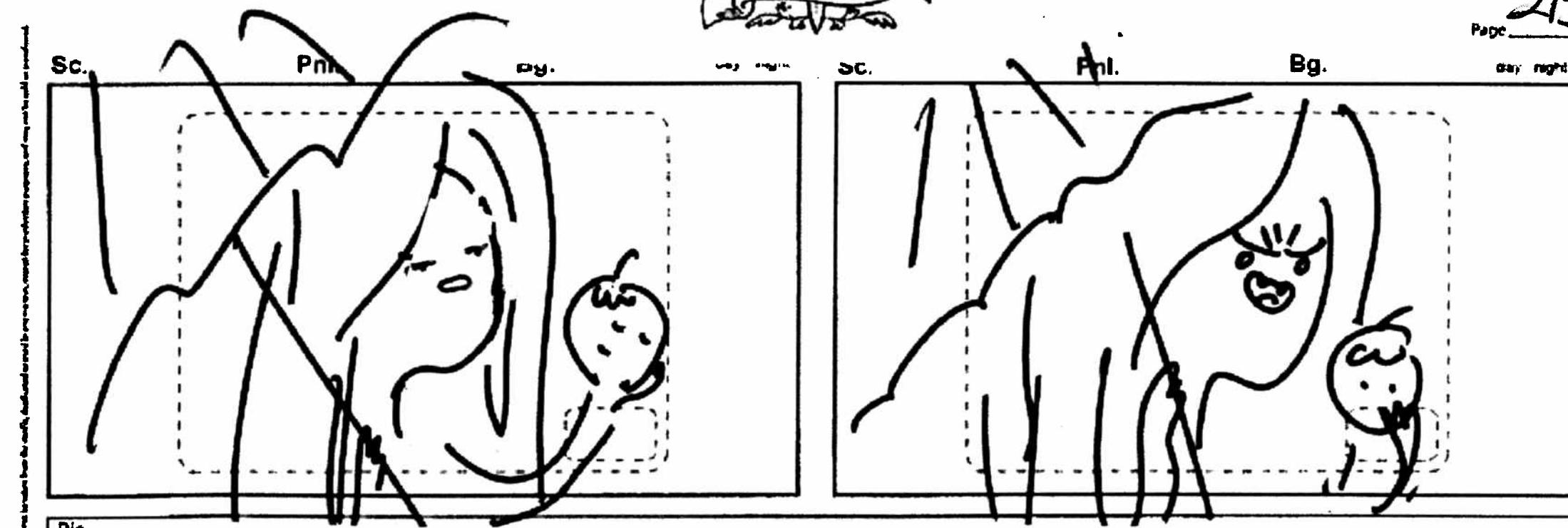




2B

Page

day night



EPISODE 2

M) You  
want to ...

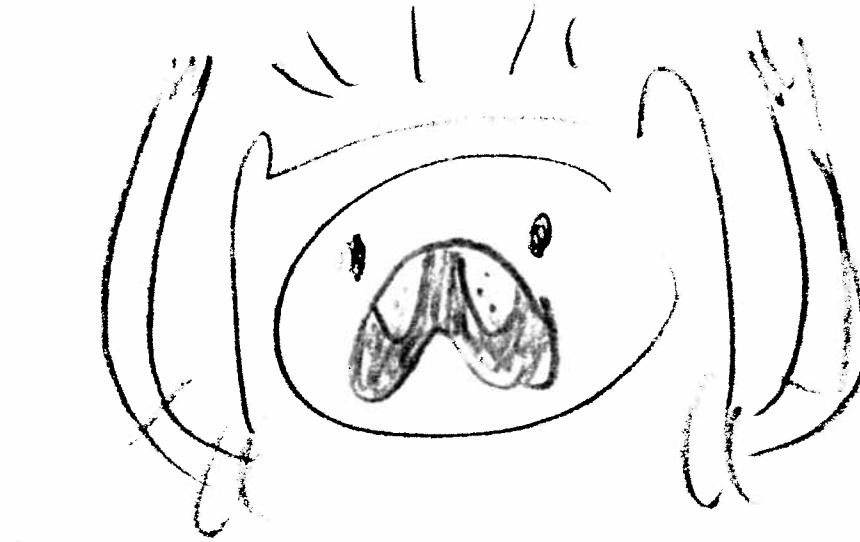
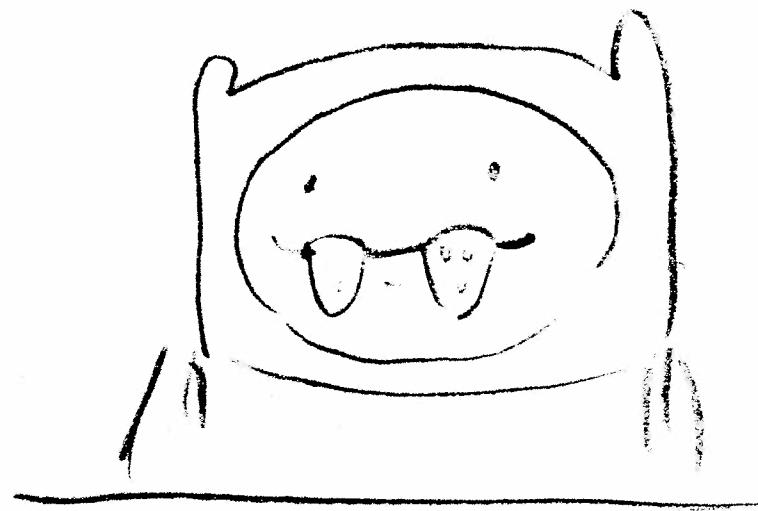
Act

Fin

I

M) STRangle  
Some Fairies?

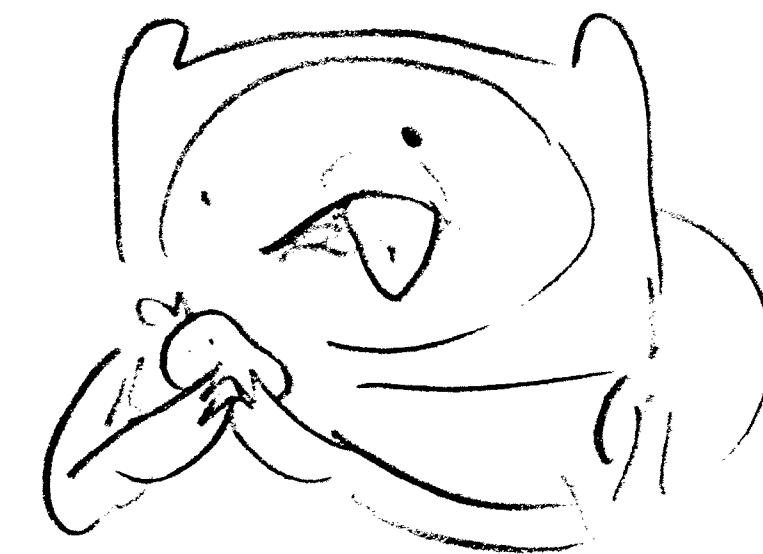
TRAILER



(IN BAD vampire voice)

F Yes I ~~WANT~~  
~~WANT~~ TO  
DO THAT!

R 215



---

Oh whoops

P216



M) whoa, why you  
bein' so casual  
about that?

Killing fairies is  
some hardcore evil.



216A

Sc.

Pnl.

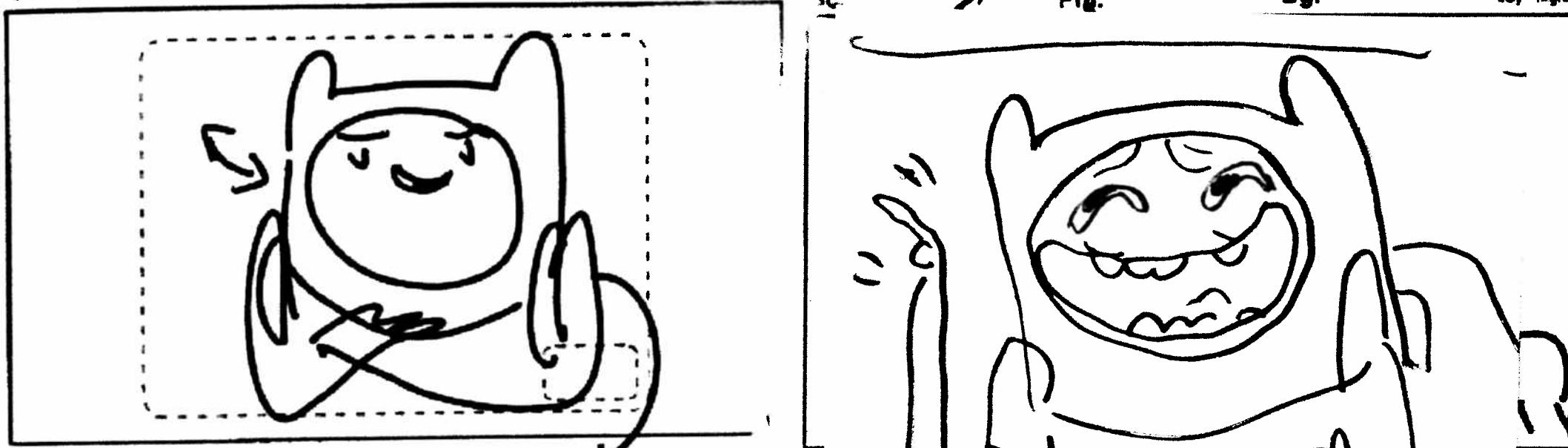
Ug.

1c

Pnl.

Bg.

day night



Dialog:

F) Can't fool me ~  
any more ..

I KNOW..

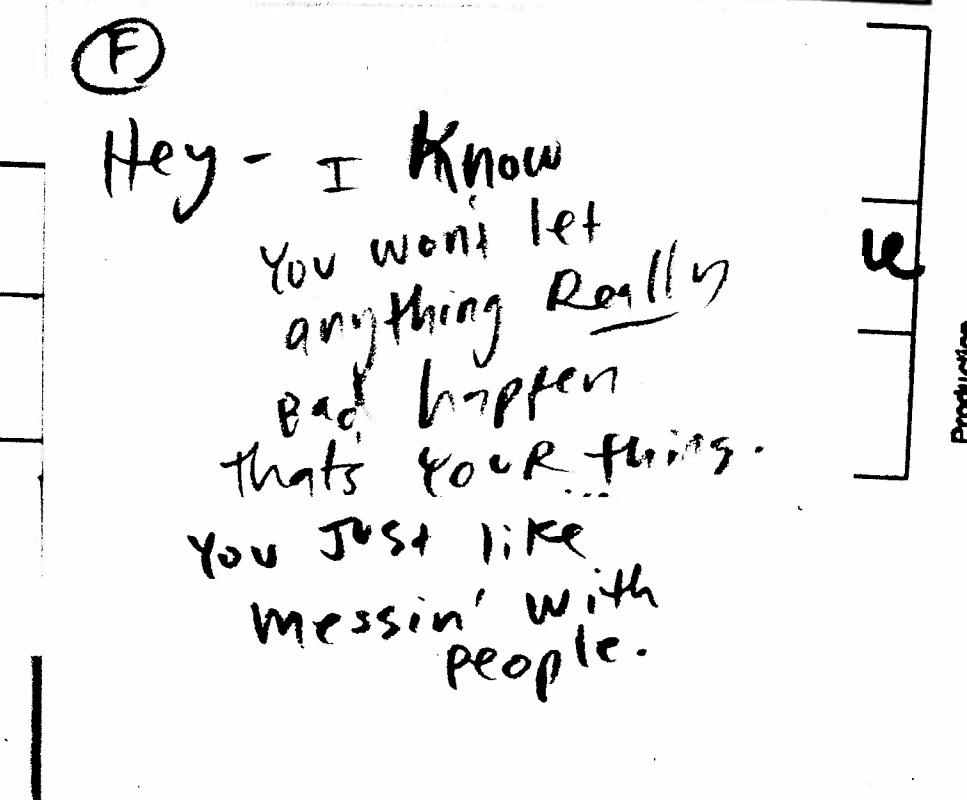
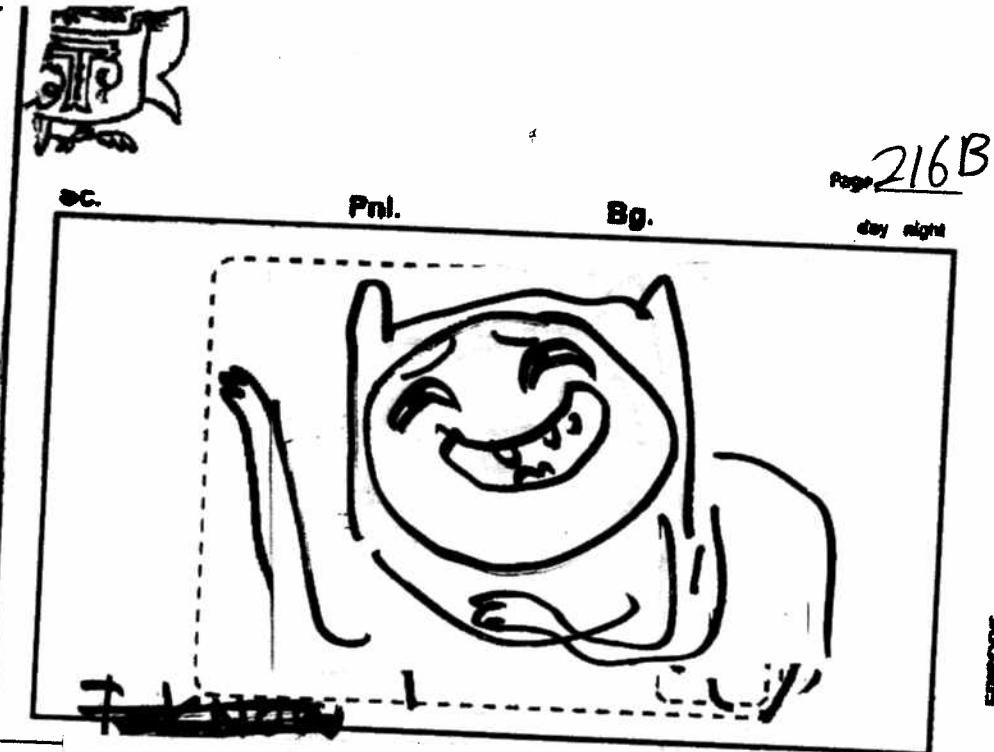
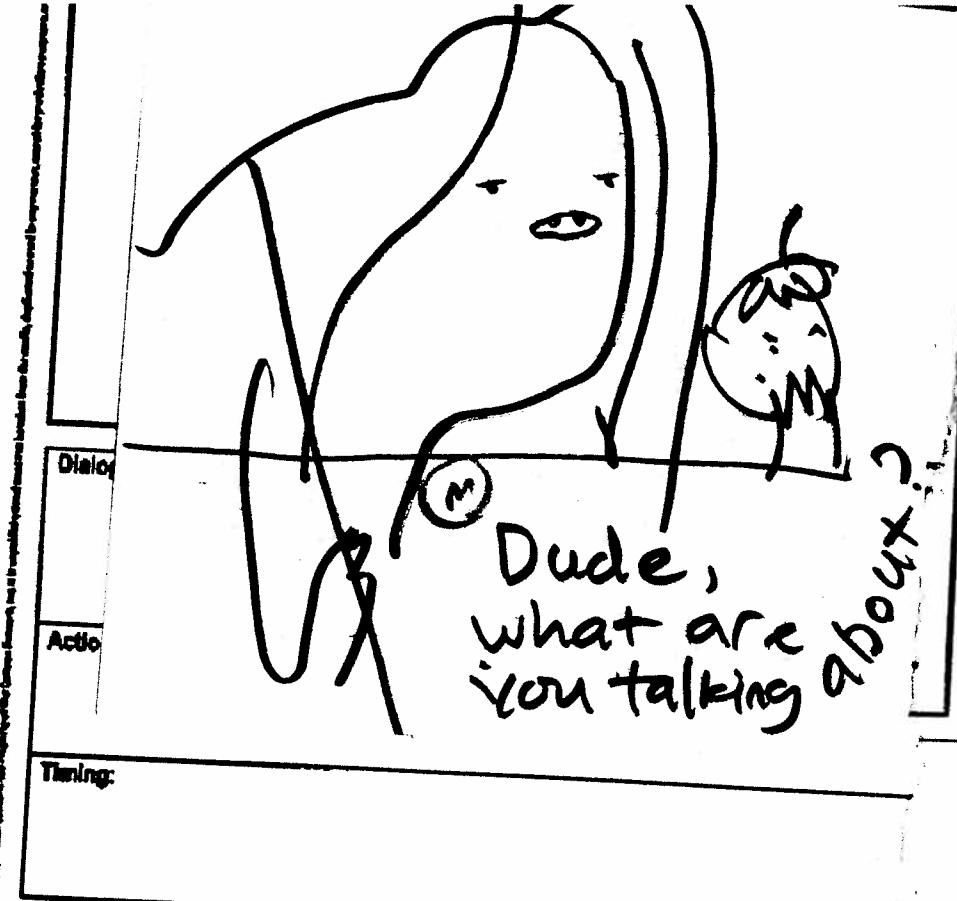
Action:

Timing:



EPISODE

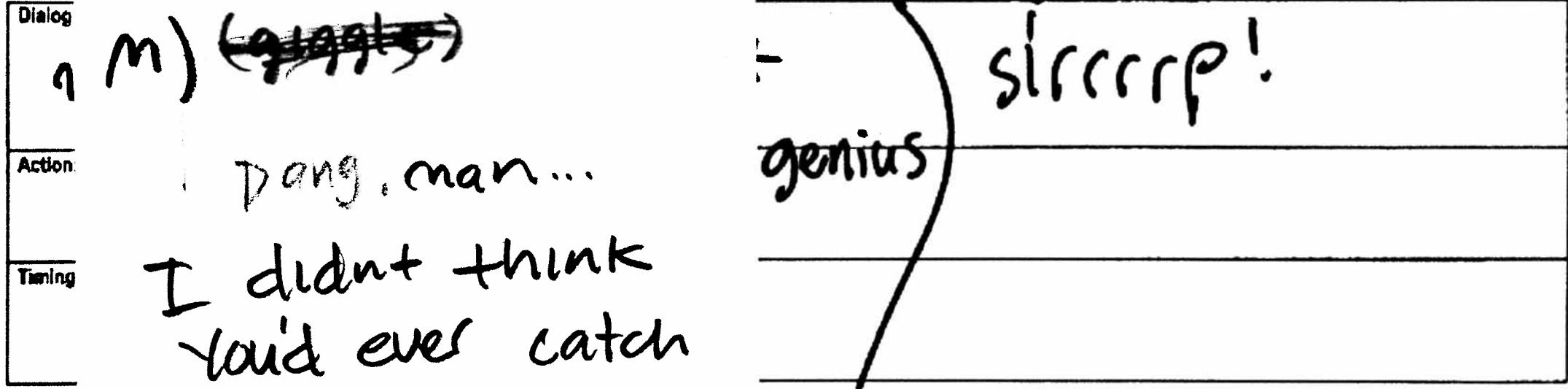
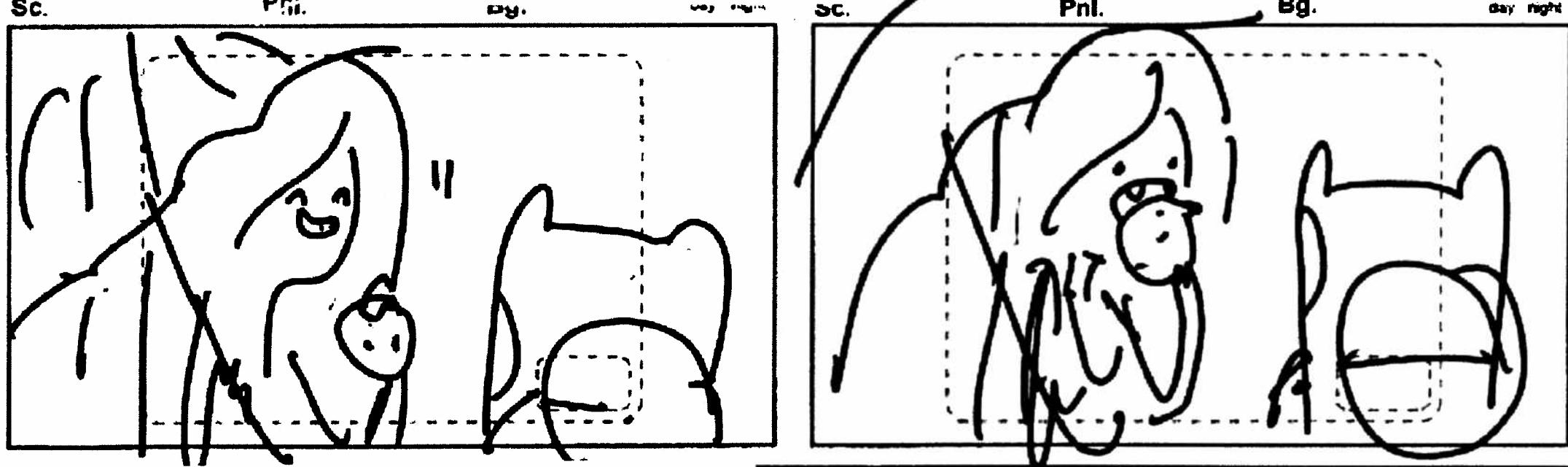
Production



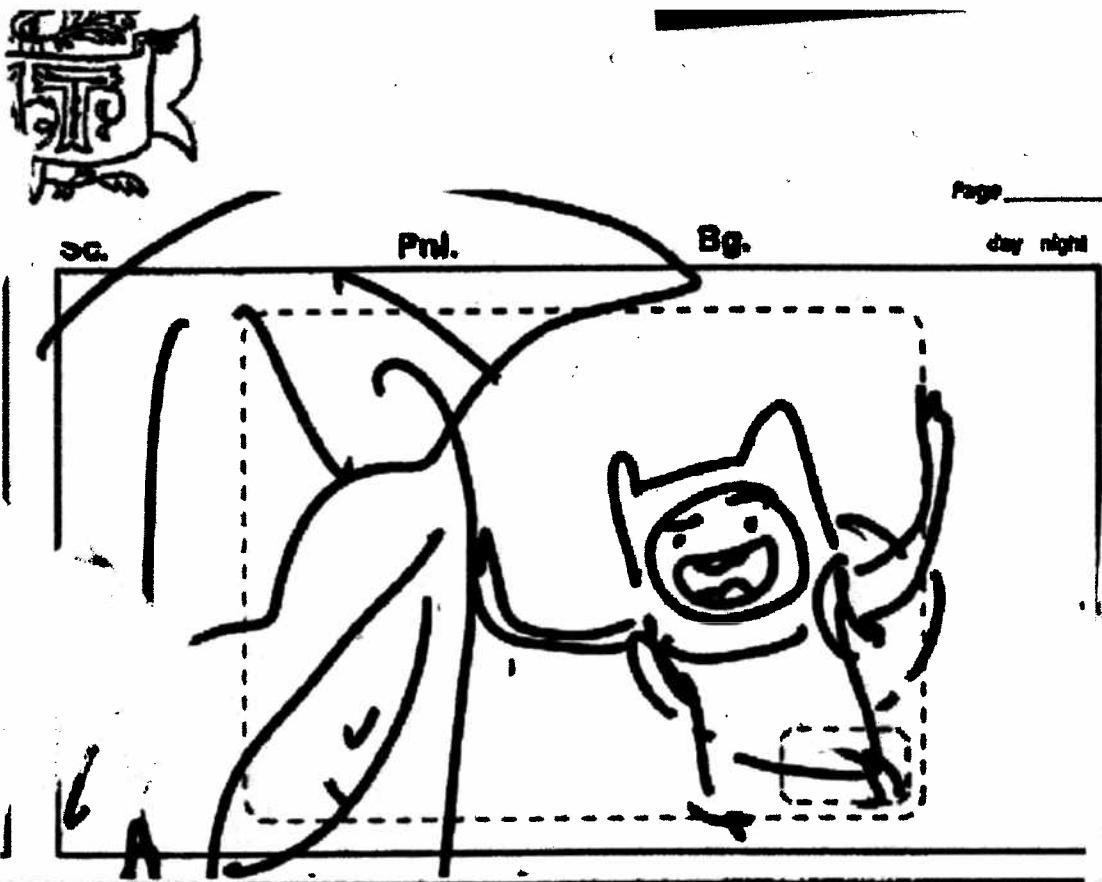


Page 216C





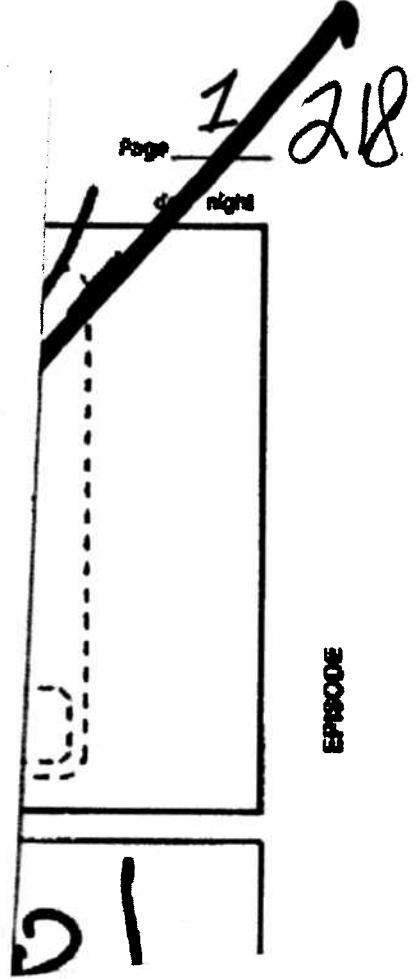
sirrrrp!



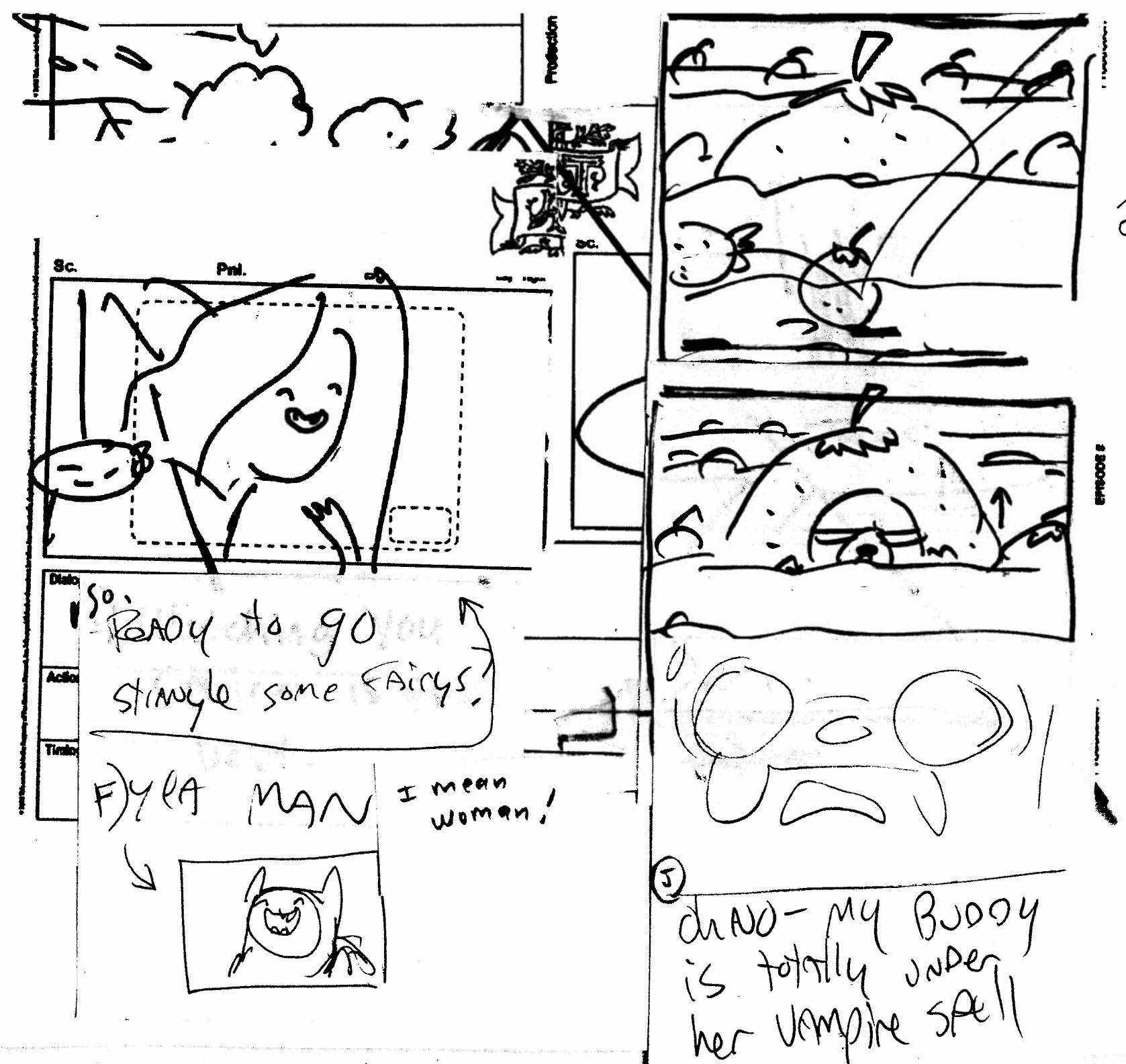
F) Hah! ~~hah~~  
nah  
ha!

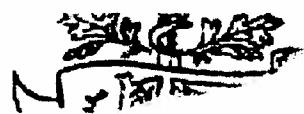


I knew it!

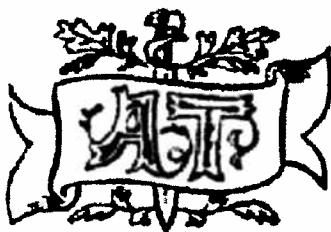


128  
EPISODE





0-1



220

Page

Sc.

Pnl.

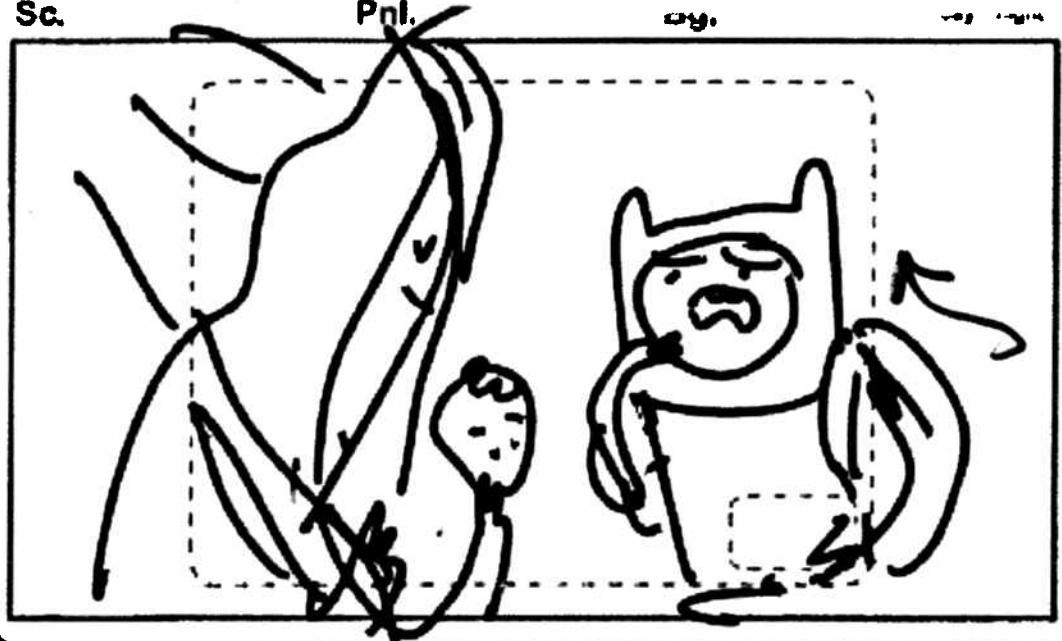
dy.

Sc.

Pnl.

Bg.

day night



EPISODE #

FD) he

Dialogue:

hey.

— ~~he~~ what about  
your old henchman  
who's ~~he~~.  
was that guy?

Mr. B.

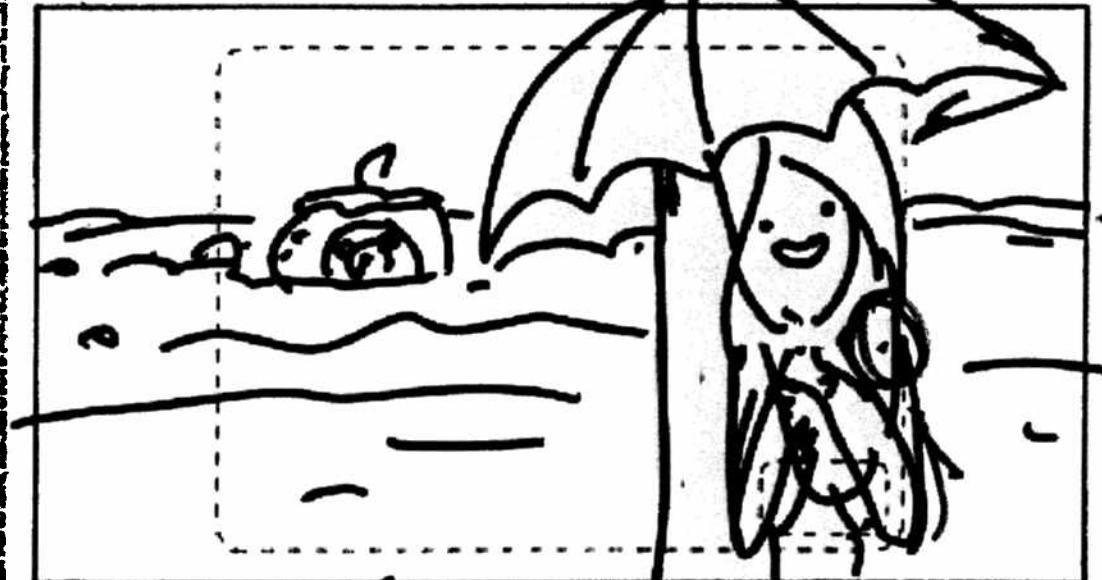
Production



Page 201

Sc.

Pnl.

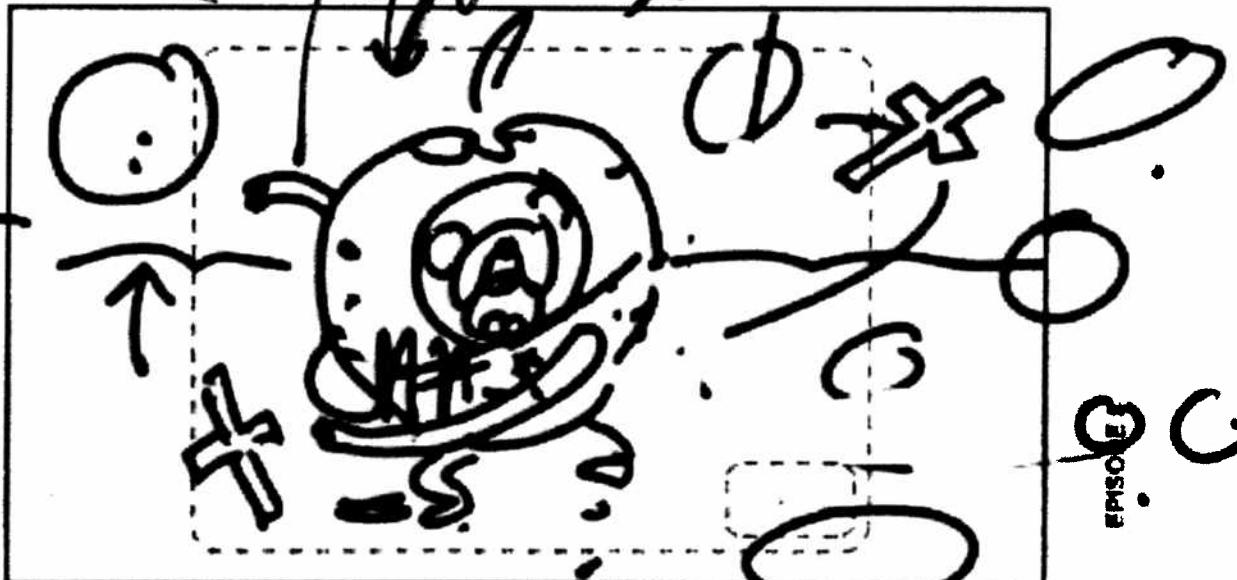


Sc.

Pnl.

Pg.

Day night



EPISODE C

Dir

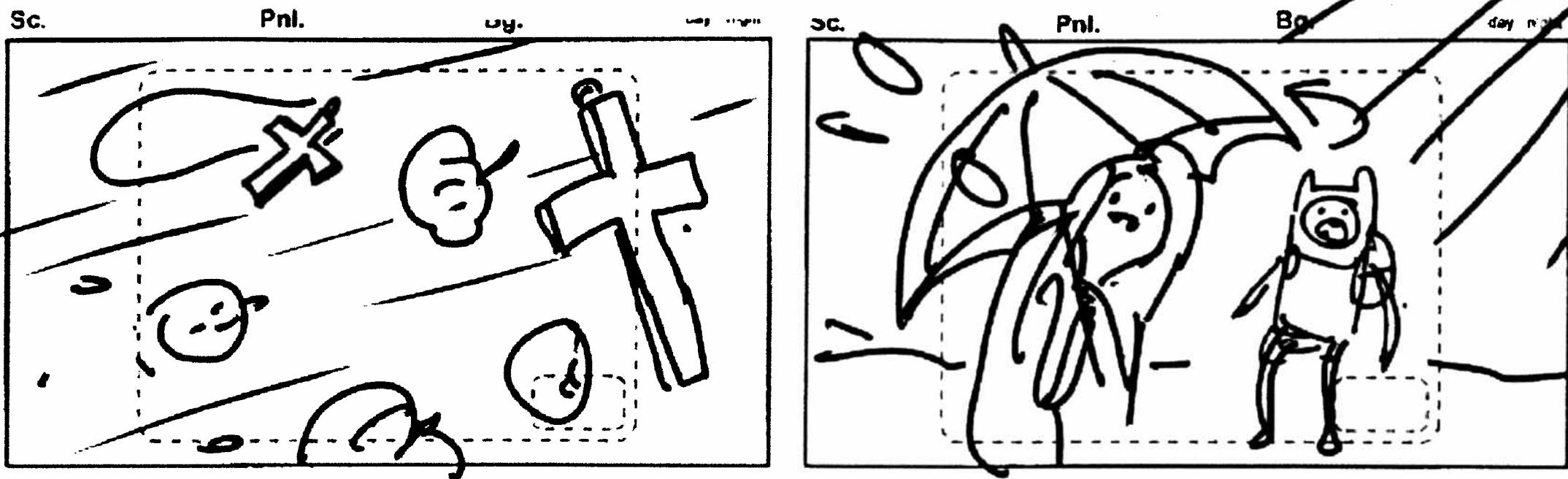
n) Just an old  
diving buddy.

Ac

Tim

: J) DIE  
unholy thing!

Production



222

EPISODE

Production

Dialog:

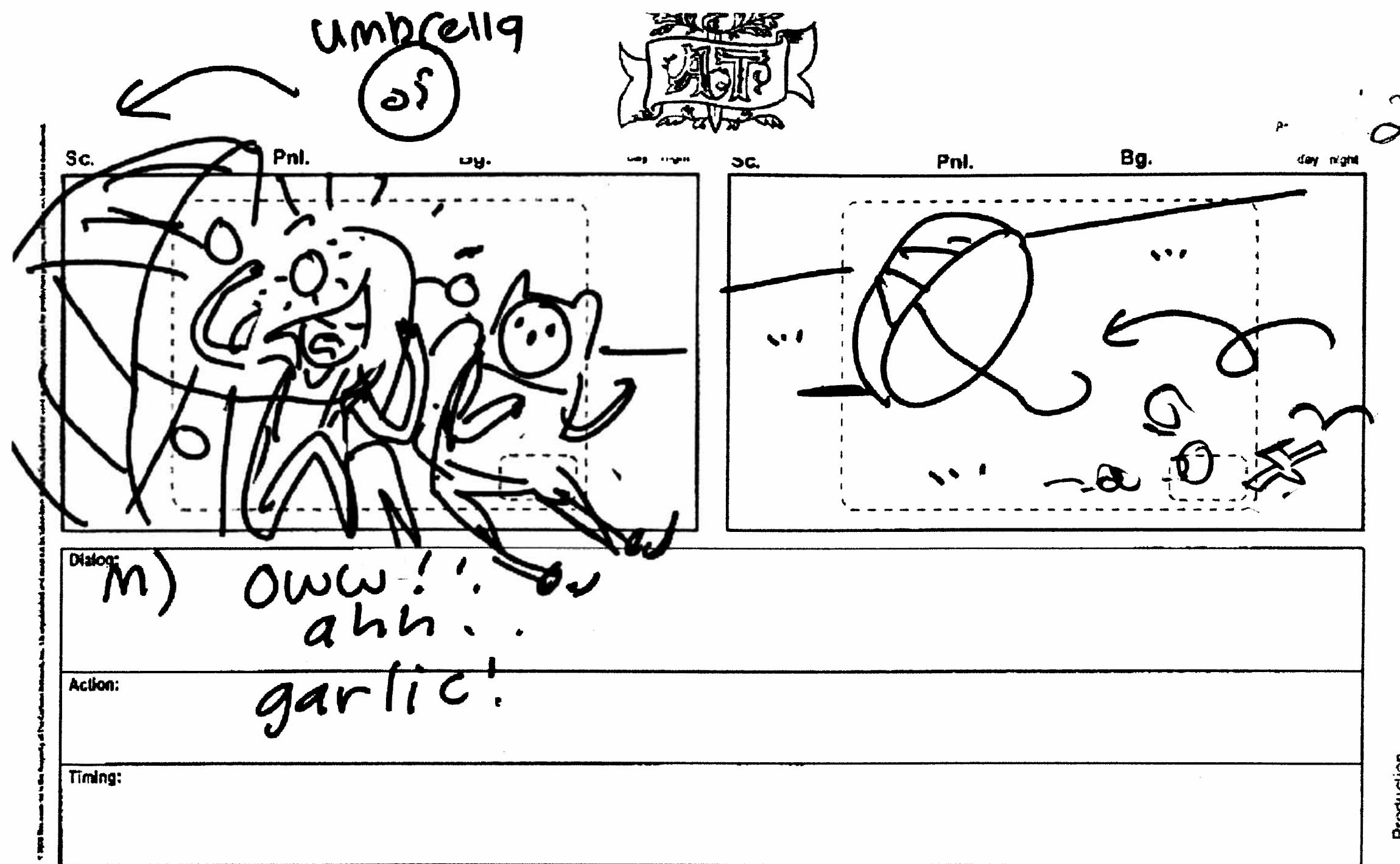
F) Jake?

Action:

garlic & crucifixes

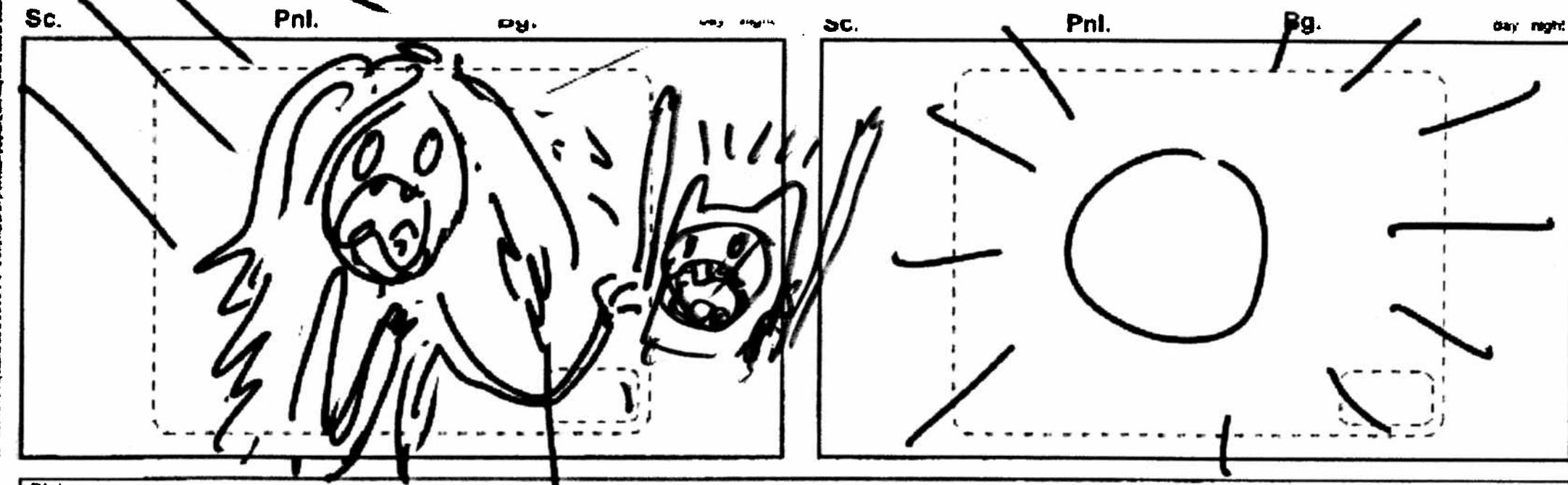
Timing:







Page 285



EPISODE 8

Dialog:

m) HSSSSSSSSSS

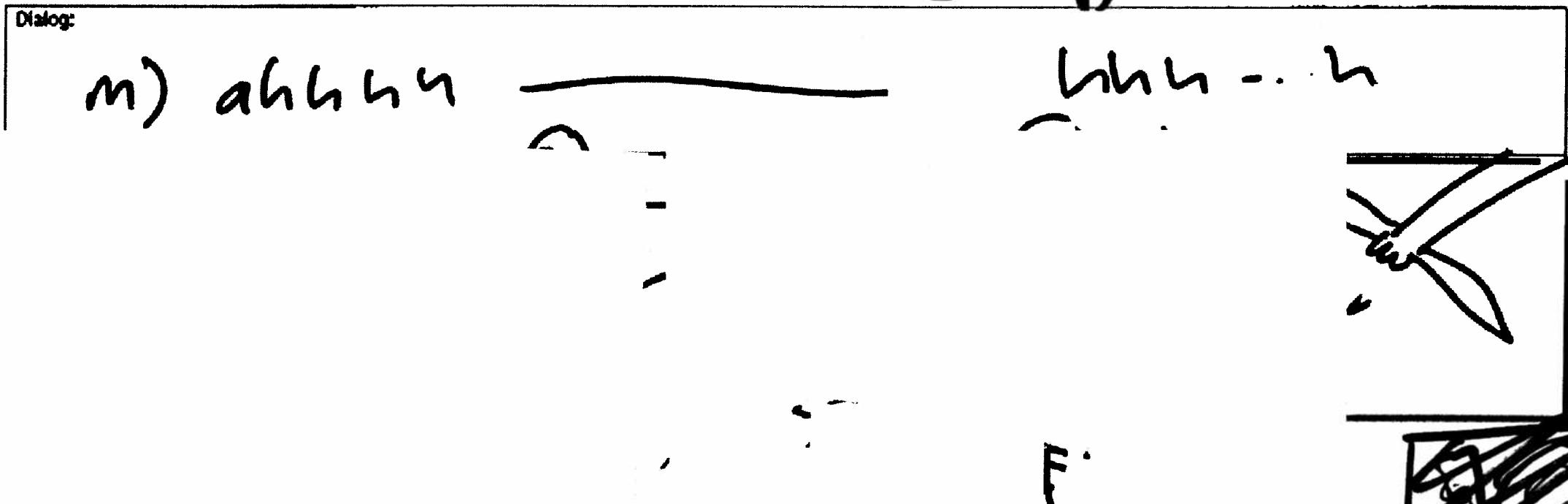
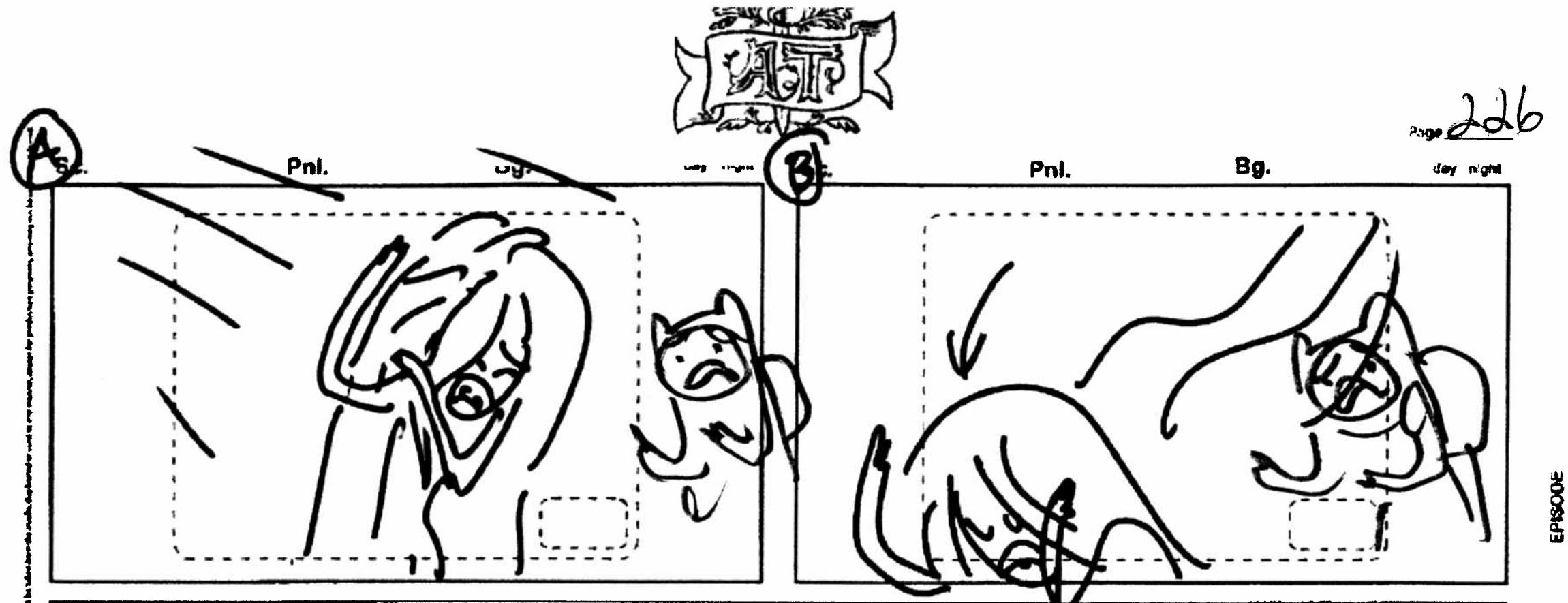
F) ~~oh~~

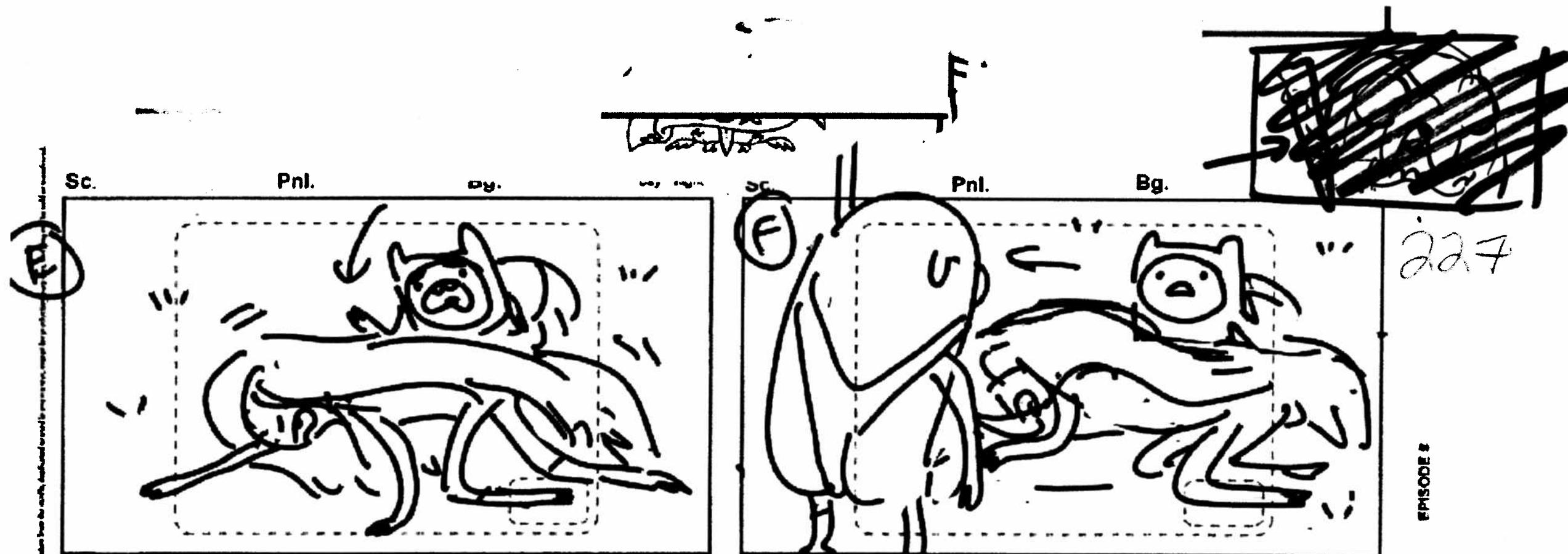
Holy  
Moly.

Action:

Timing:

Production





Dialog:  
F) Marceline!  
oh man ...

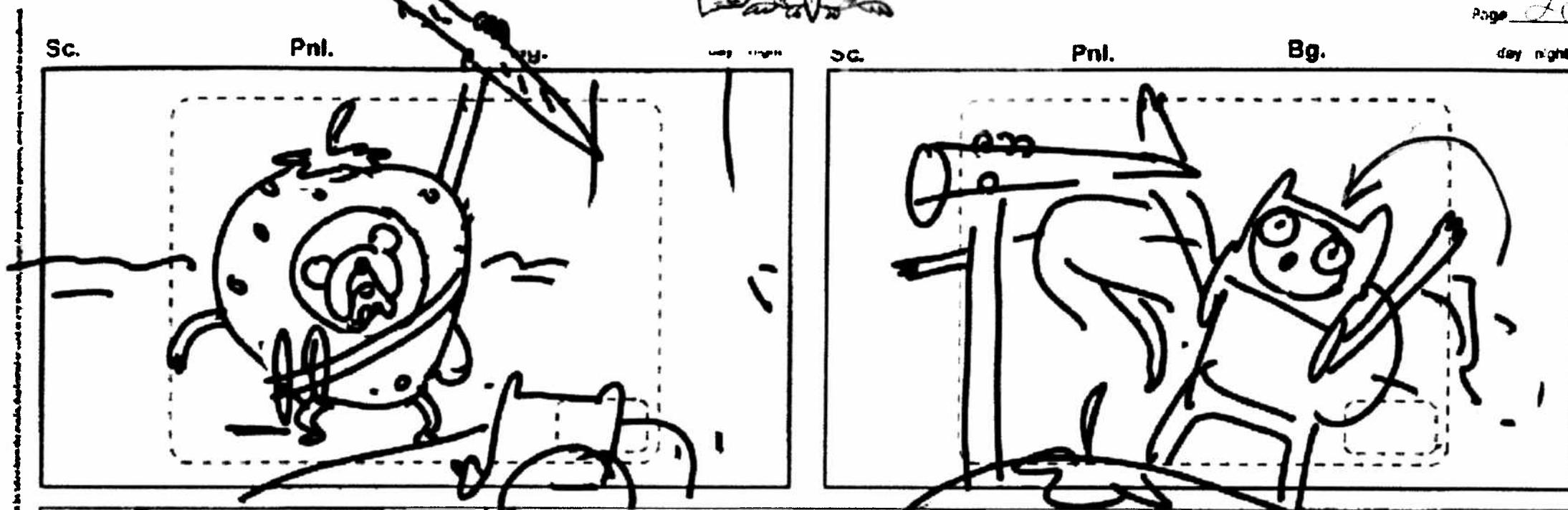
J) VO FIN stand  
back:

Action:

Timing:



Page 228



EPISODE

Dialog:  
J) I'M STAKIN' THAT  
VAMPIRE AND

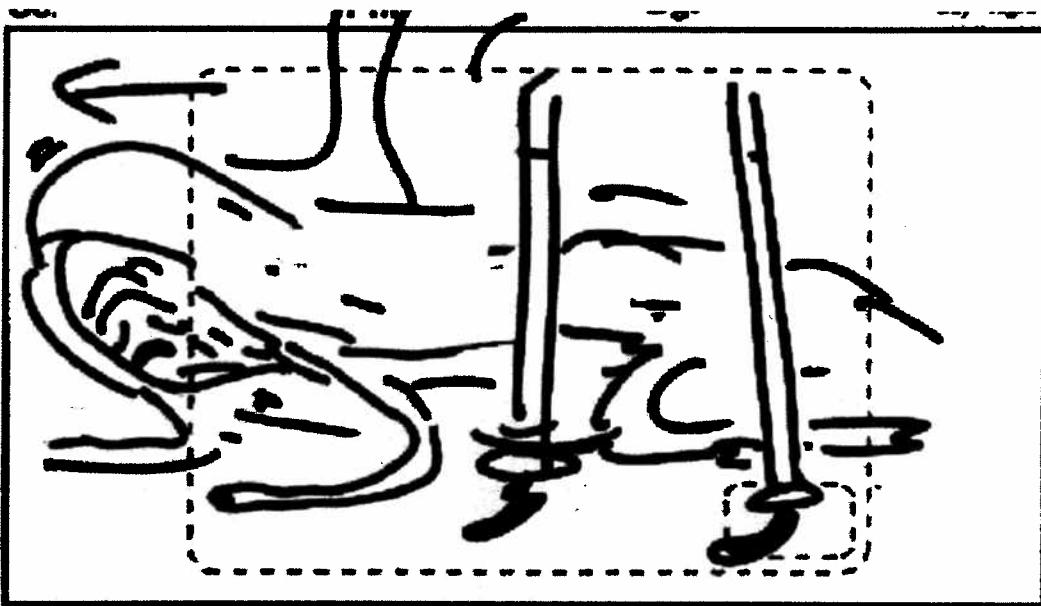
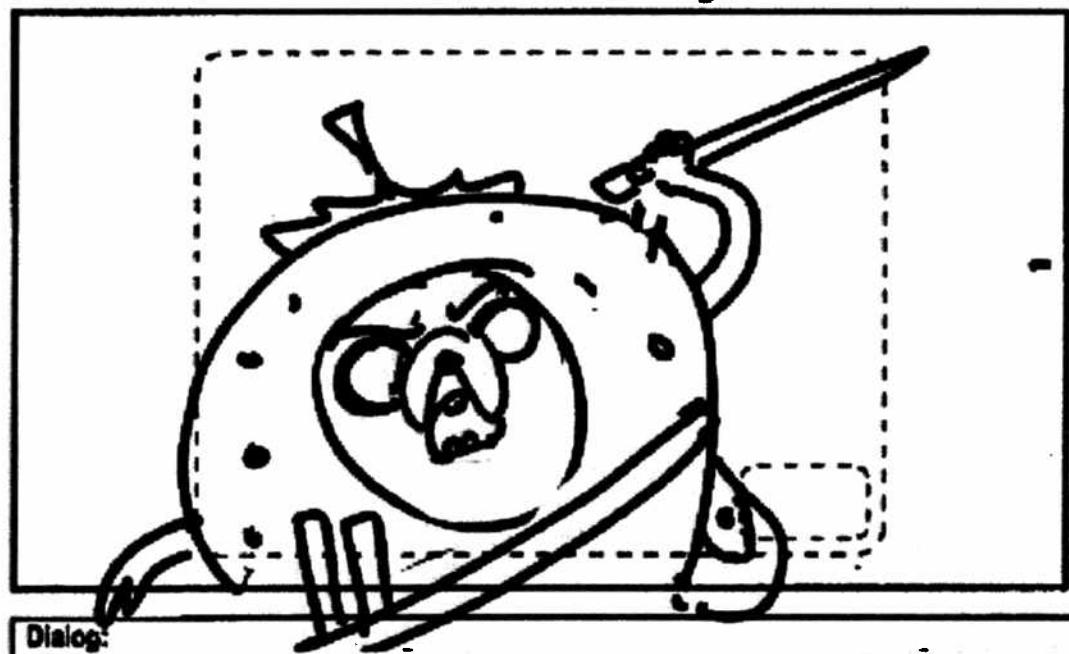
Action:  
Setting you free!

Timing:  
No matter how  
terrified I am!

F) NOOO!  
She's  
alright man!

Production





EPISODE 8

Dialog:

J

she's a blood sucker  
from the Bowels of  
Hades!

Action:

Timing:

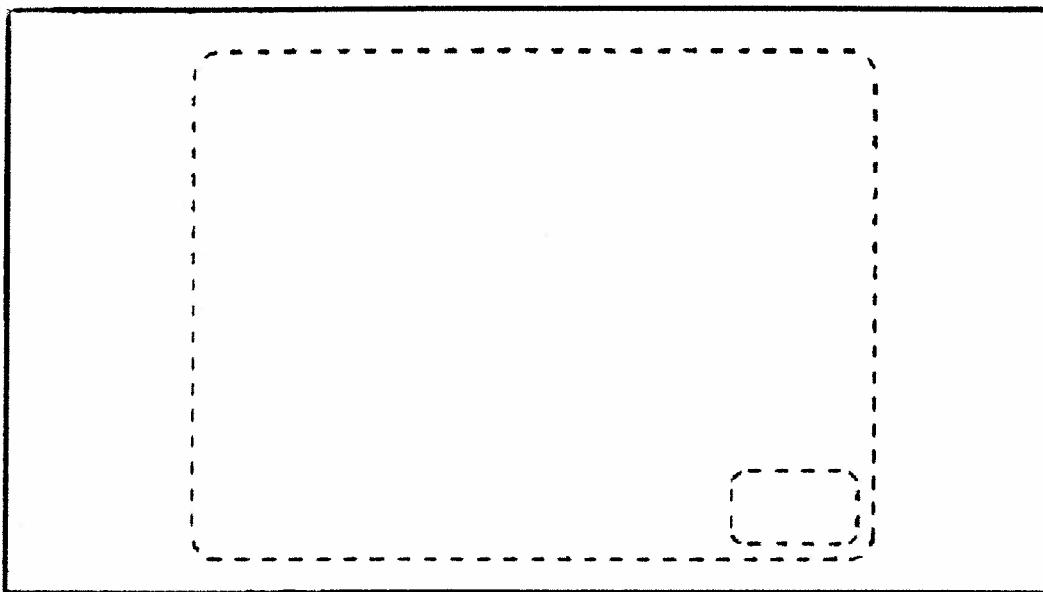
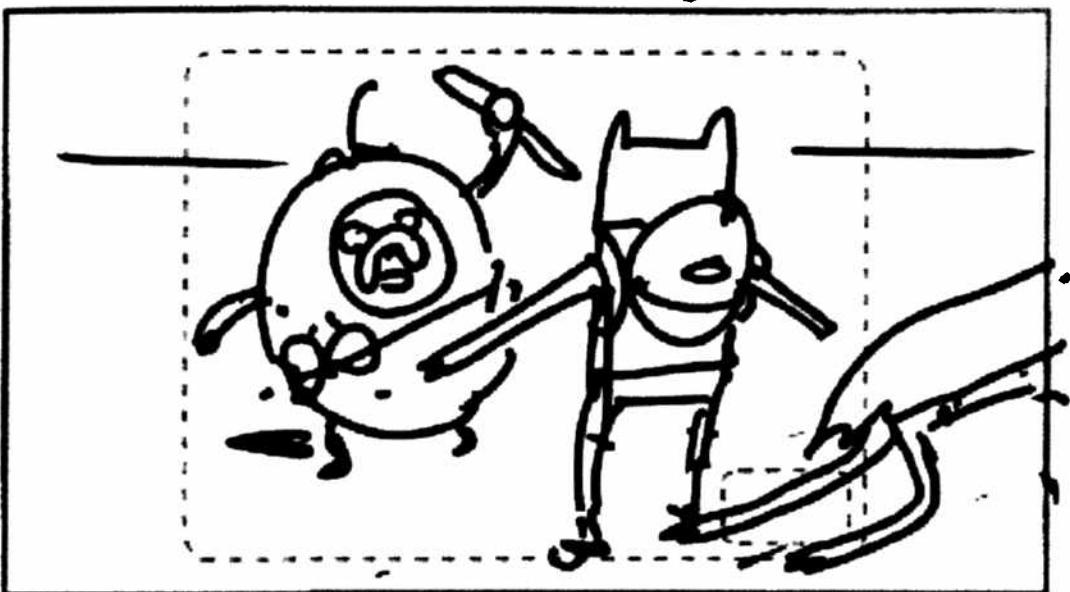
VO

AND she's  
still controlling  
YOUR mind  
with evil!

Production:



Sc. Pnl. Uy. — — — Sc. Pnl. Bg. day night



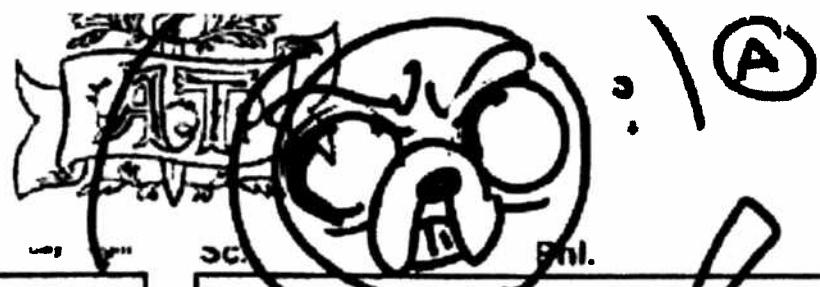
Dialog:  
J) Now back off  
and

Action:  
let me vanquish her  
from existence!

Timing:

EPISODE

Production



Sc.

Pnl.

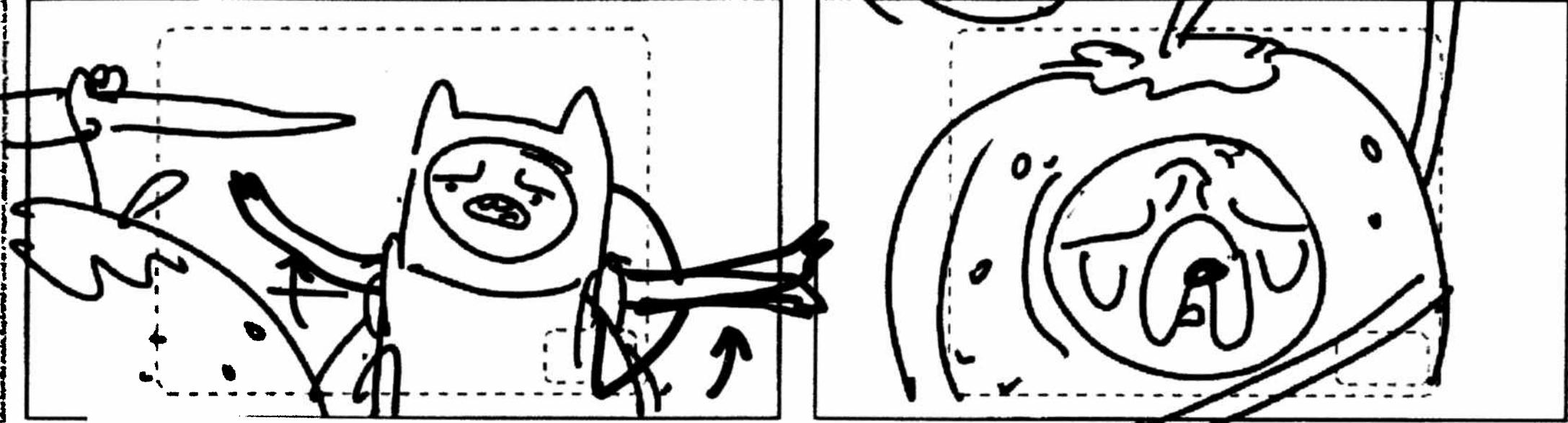
By.

Sc.

Pnl.

Page \_\_\_\_\_

231



EPISODE

Production

Dialog

F) I can't let  
you do that  
Jake.

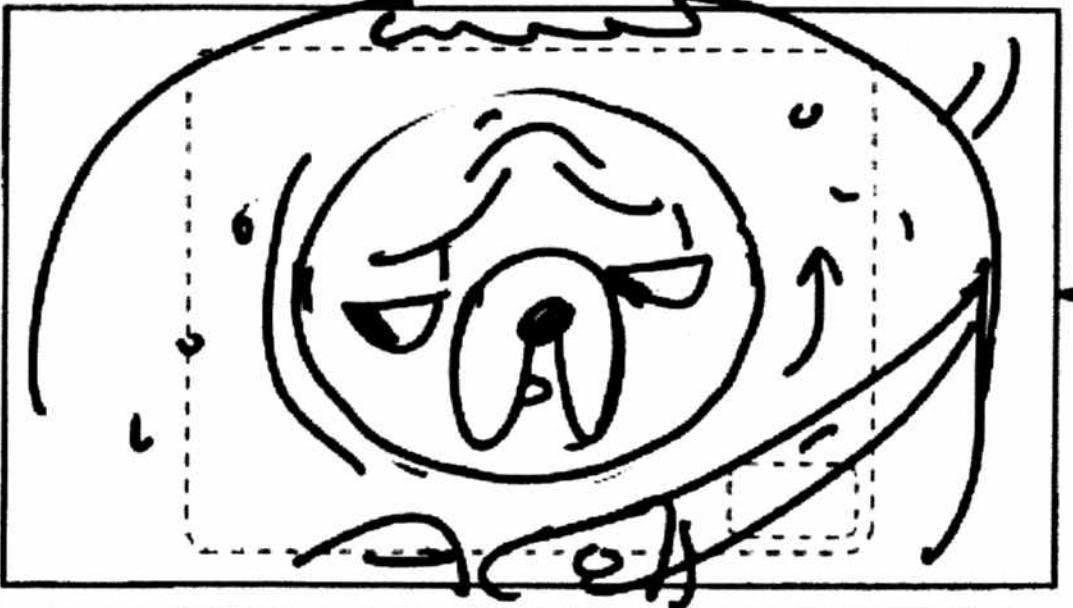
J) (SIGH)

Action

Timing

Sc.

Pnl.

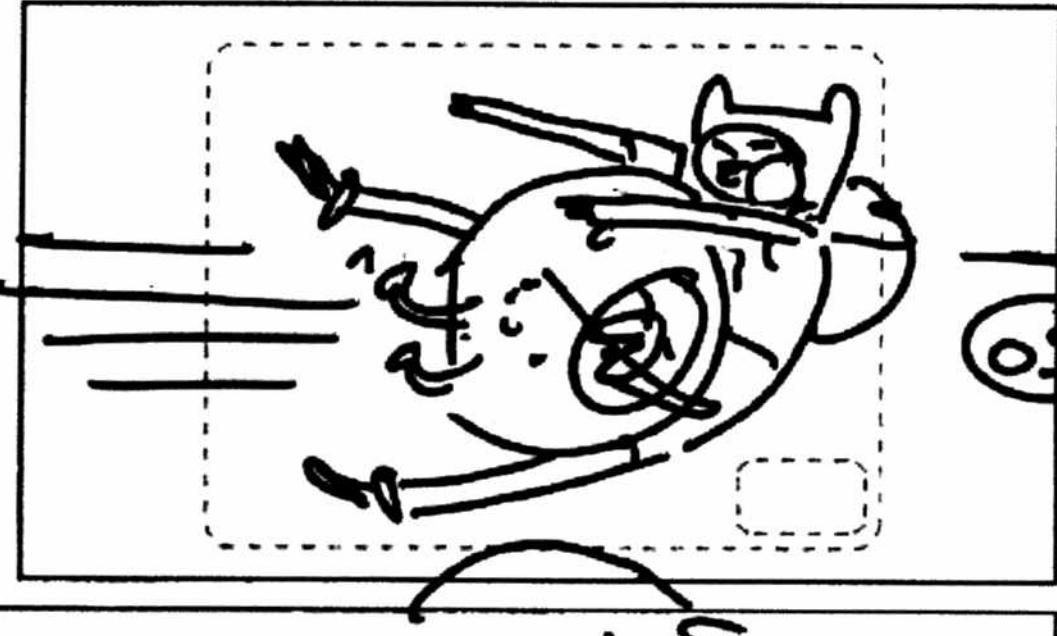


Sc.

Pnl.

Bg.

day/night



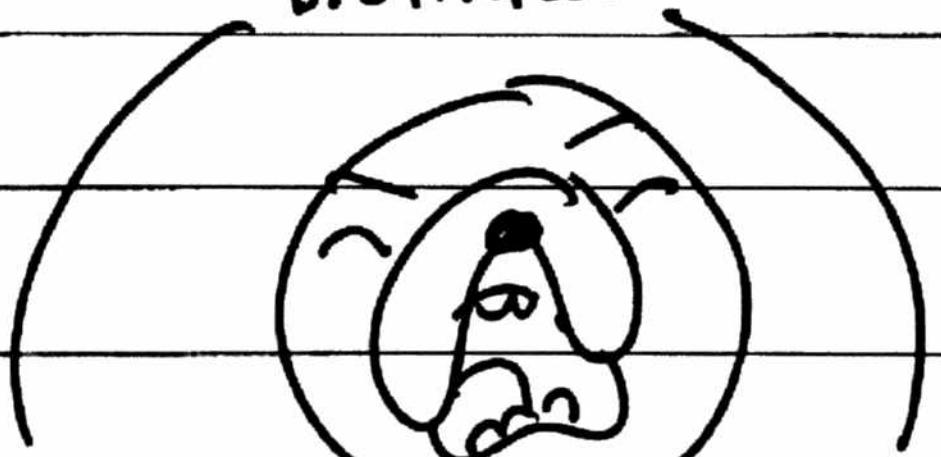
Dialog:

J) I love you  
brotha...

Wham!

Action:

Timing:

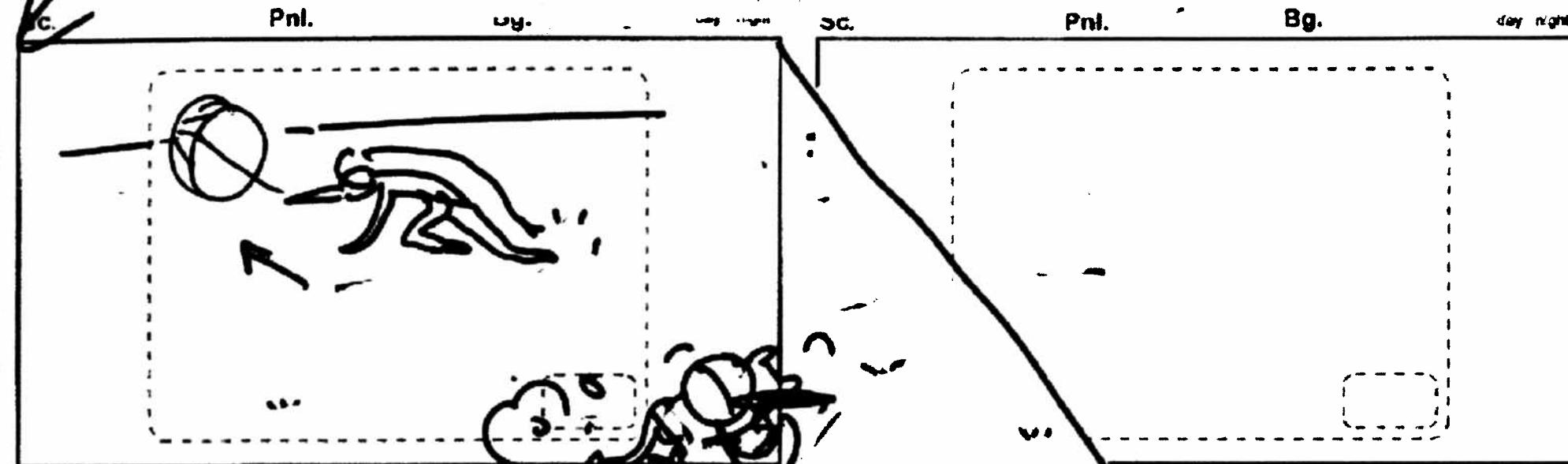


Ahhhh!

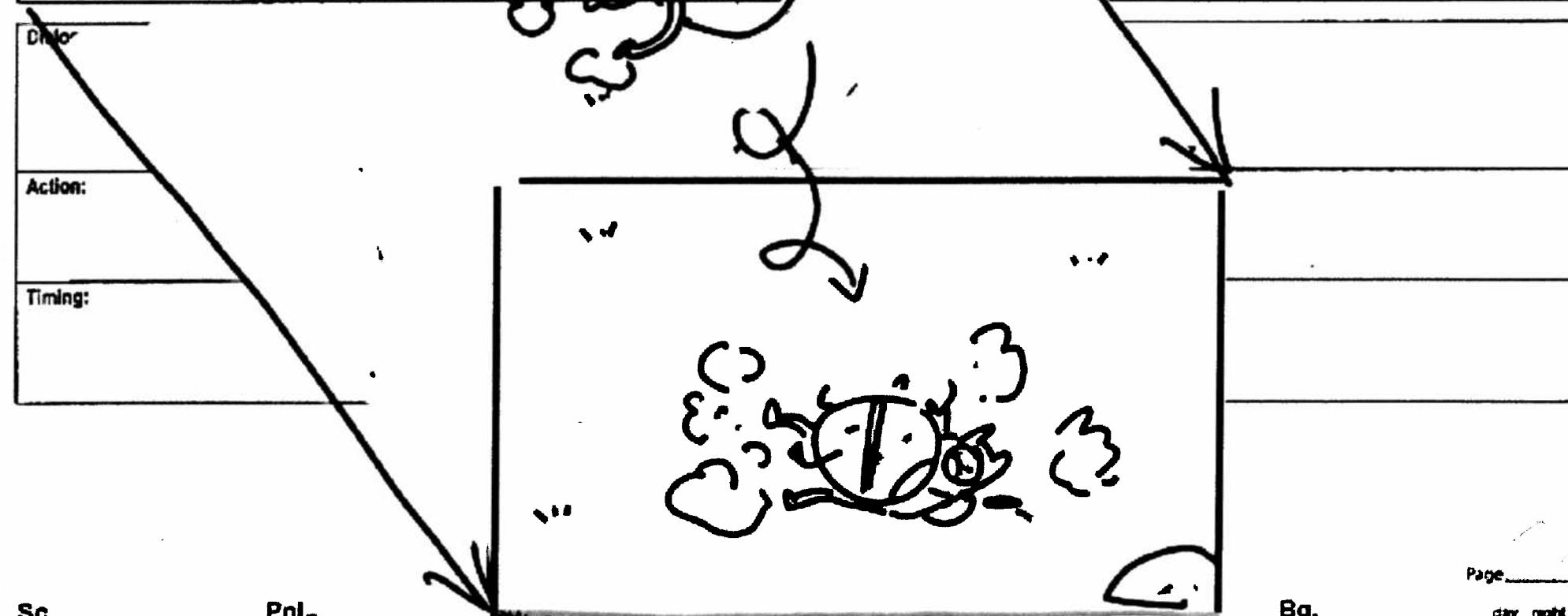


Page \_\_\_\_\_

233



EPISODE



Production

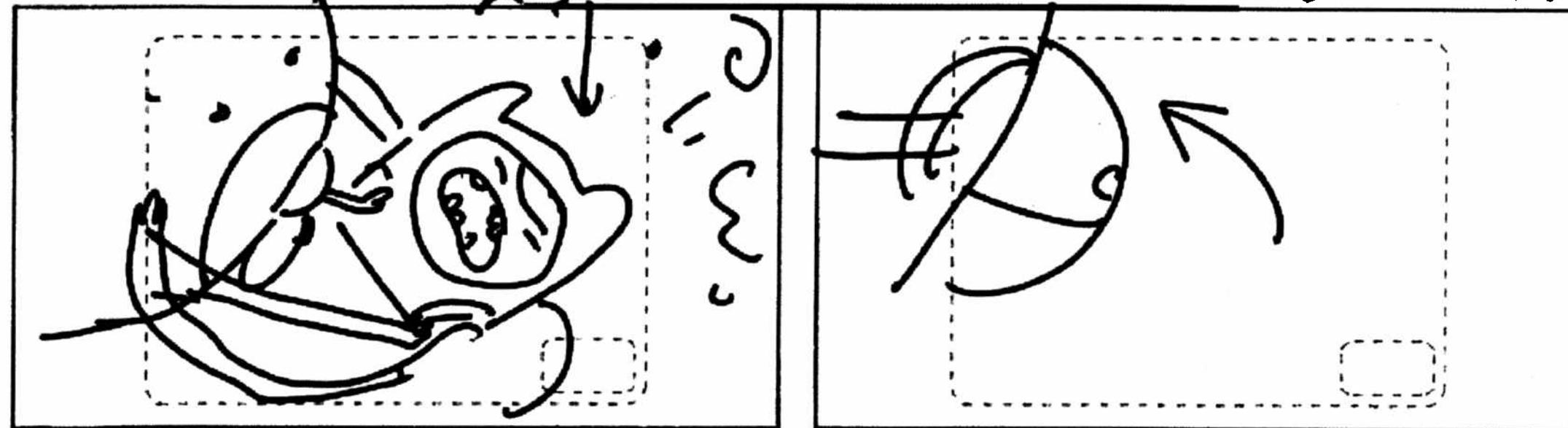
Page \_\_\_\_\_

day night

Sc.

Pnl.

Bg.



EPISODE #

Production

F Jake listen!  
Marceline is  
Not what she seems!  
She's a friend!

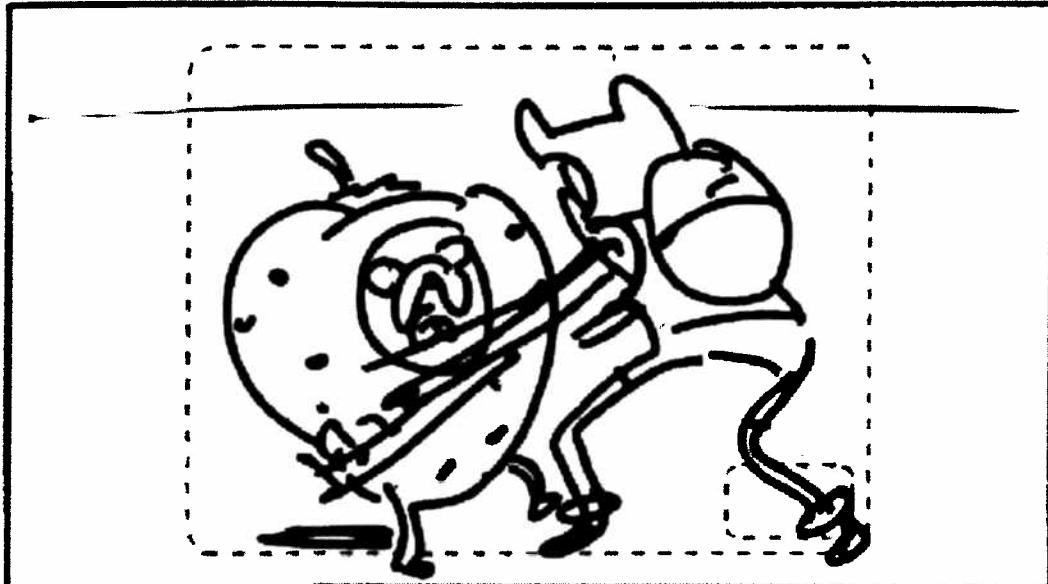


235

Sc.

Pnl.

Bg.

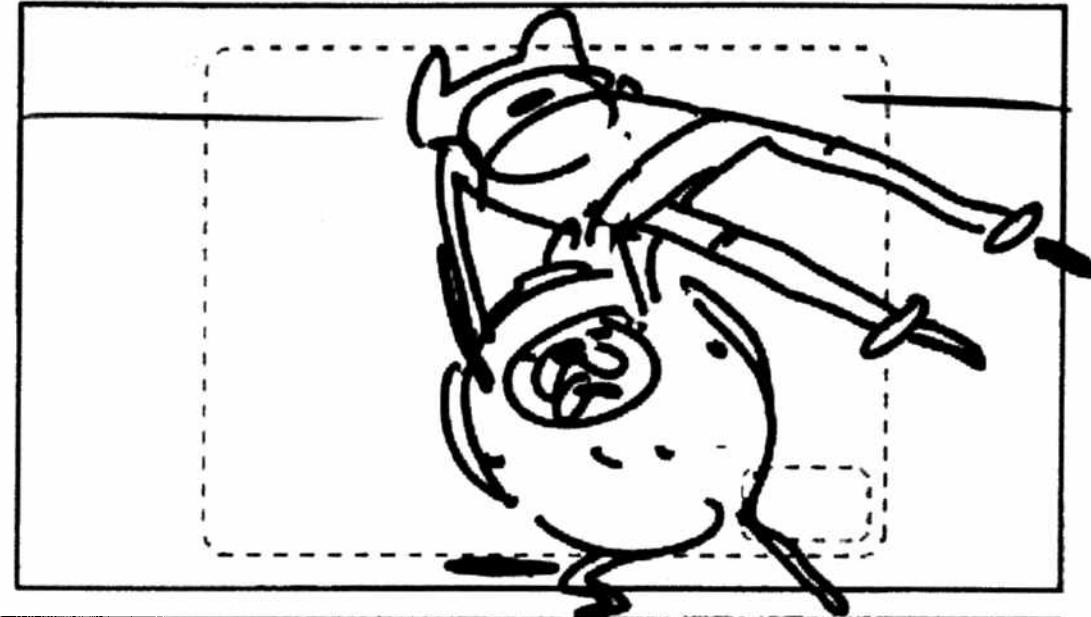


Sc.

Pnl.

Bg.

day night



EPISODE

Production

Dialog:

J) Yeah all my  
good friends

Action:

give me death

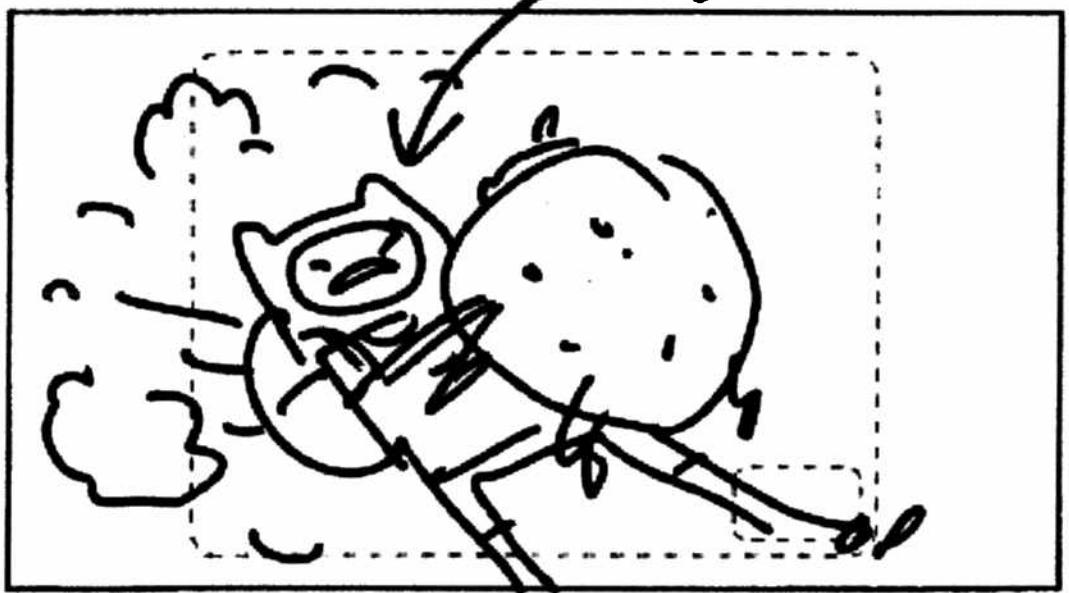
Timing:



Sc.

Pnl.

Rg.



Sc.

Pnl.

Bg.

day night



EPISODE 8

Dialog:

Hickies!

Action:

(wham!)

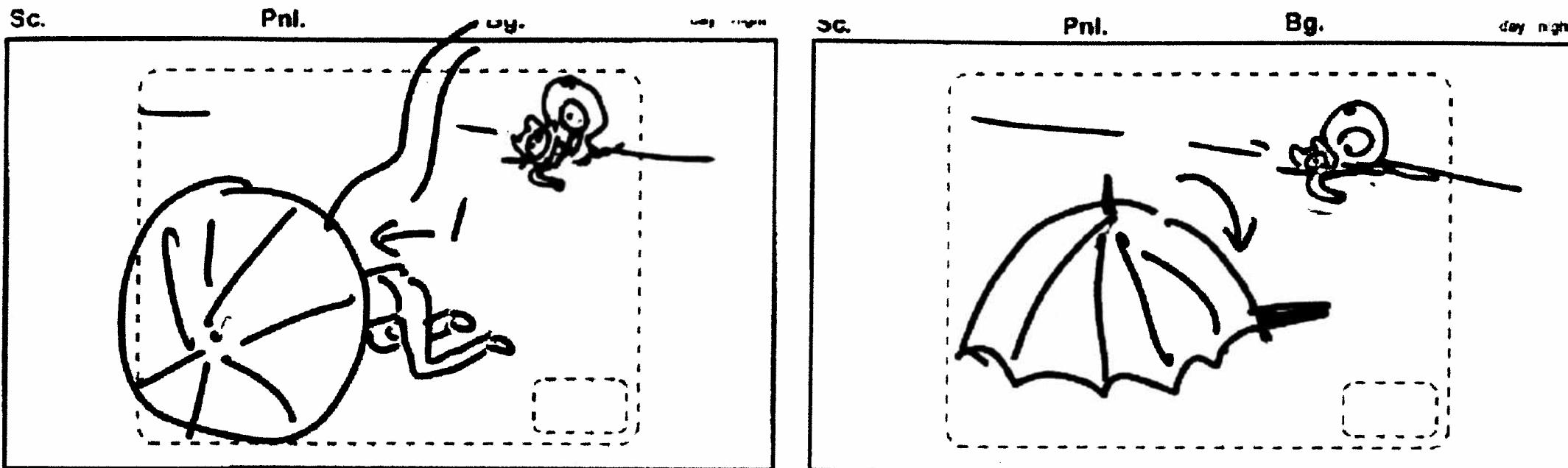
Timing:





237

Page



Dialog:

m) uhhh ————— hhhh...

Action:

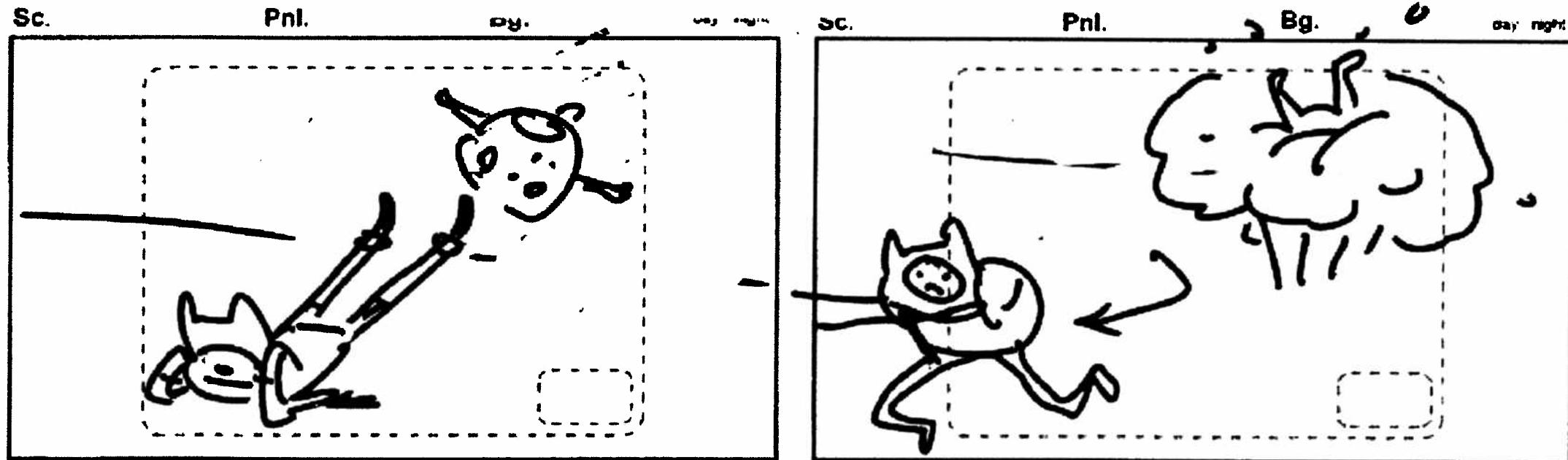
Timing:

Production





Page 238



EPISODE 2

Dialog:

F) Hmmff!

Action:

J) Whoa!

Jake into bush.

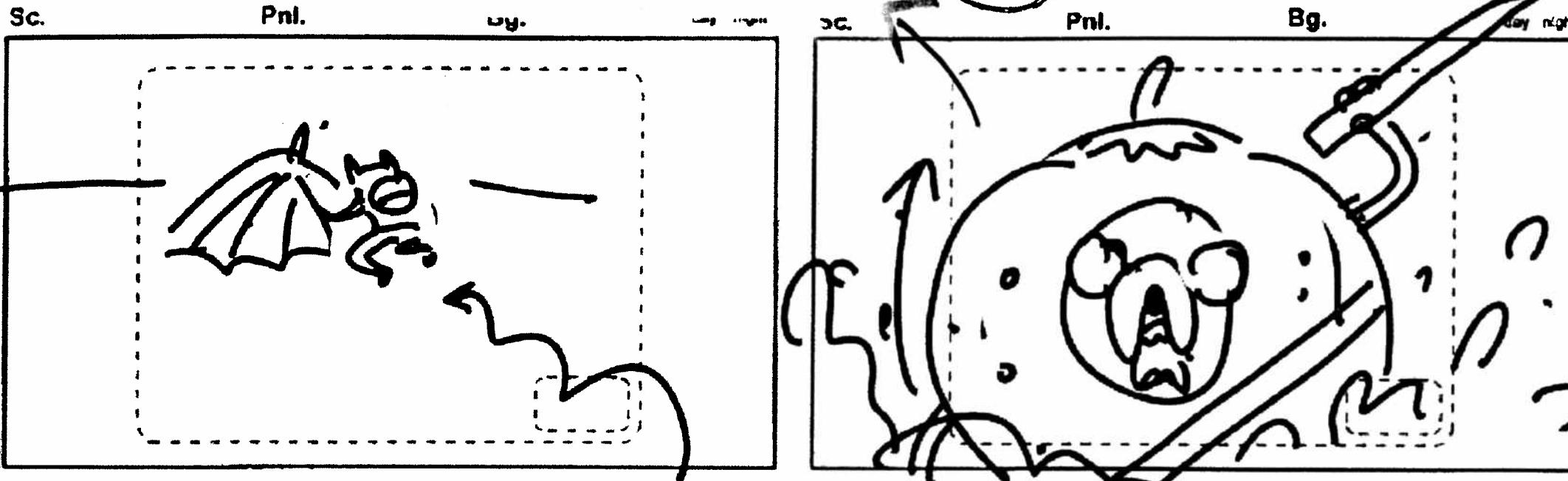
Timing:

Production:



OS

239



EPISODE

Production

Dialog:

J) Ahhh!

Marceline!

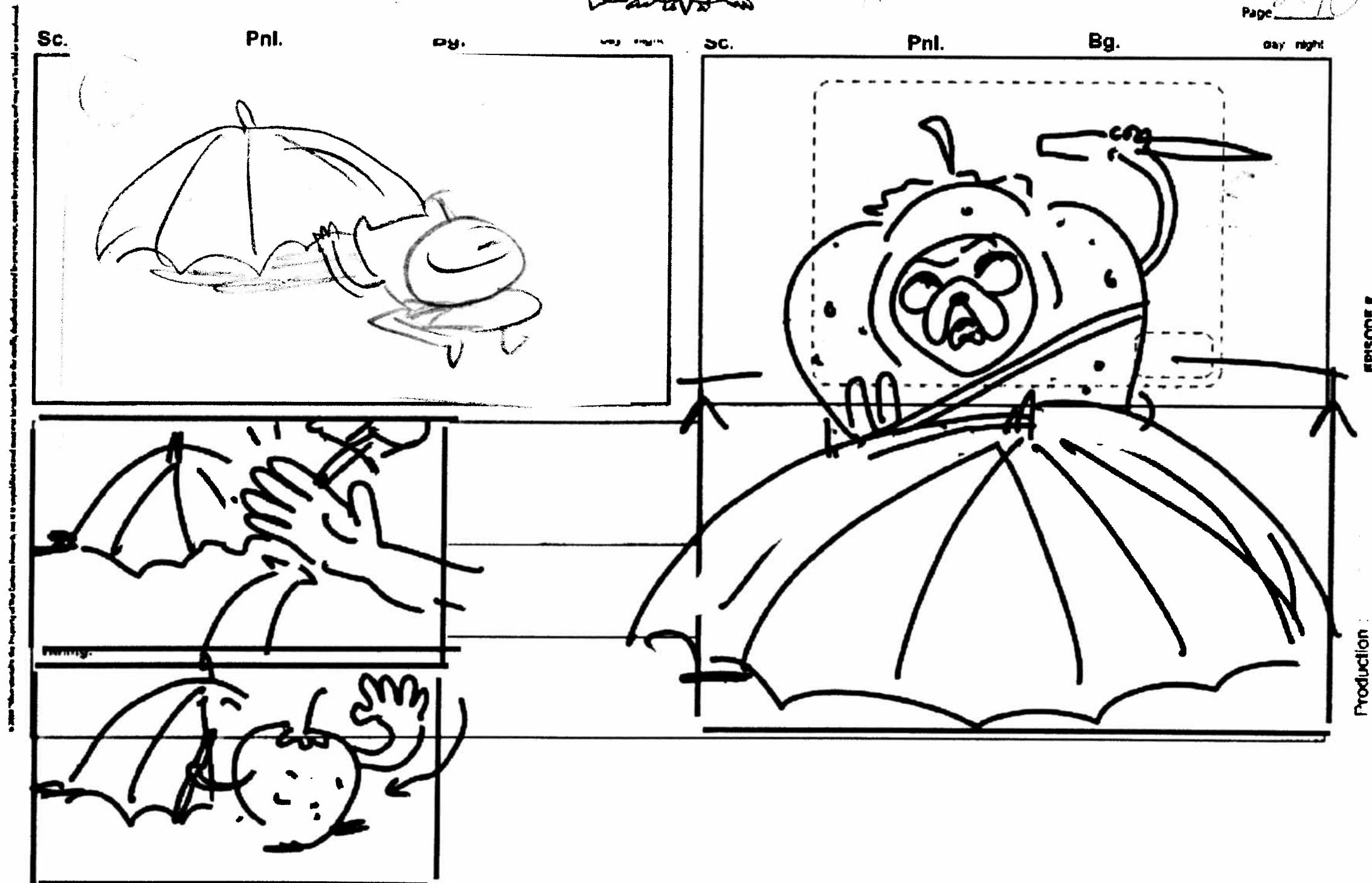
Action:

Timing:



2018

Page 240





24

Page \_\_\_\_\_

Sc.

Pnl.

By.

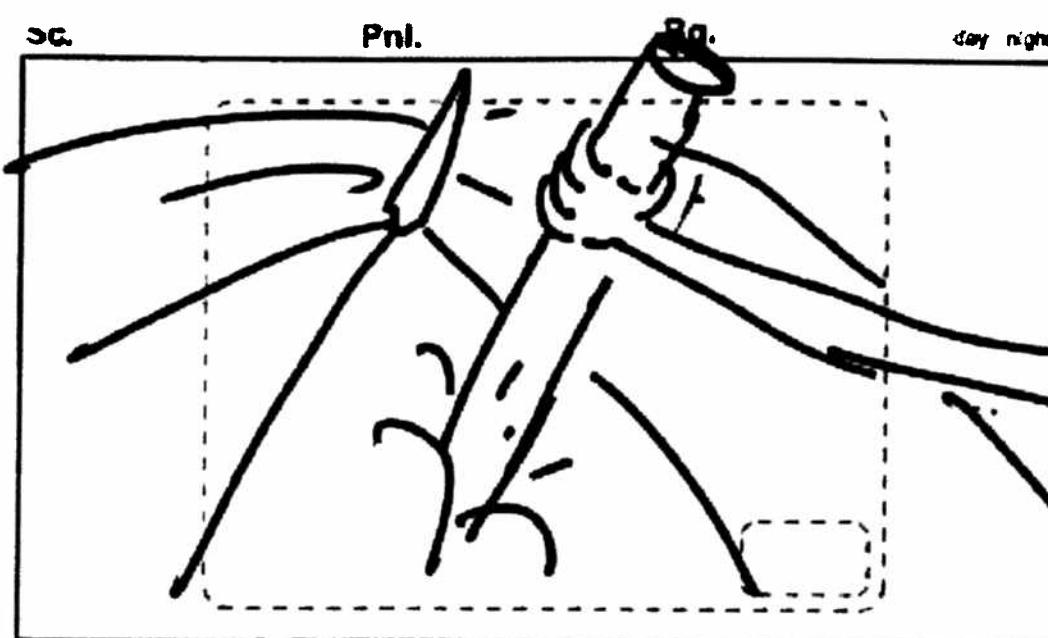
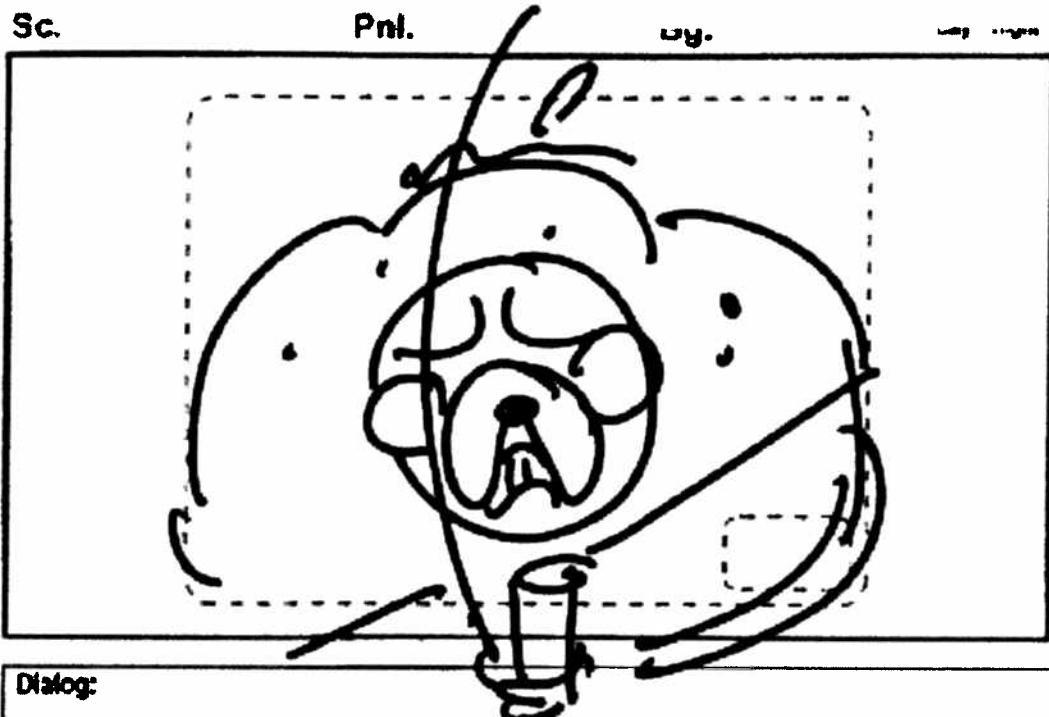
- - -

Sc.

Pnl.

By.

day night



EPISODE

Dialog:

UNGHH!thunk!

Action:

Timing:

Production





202  
Page \_\_\_\_\_

Sc.

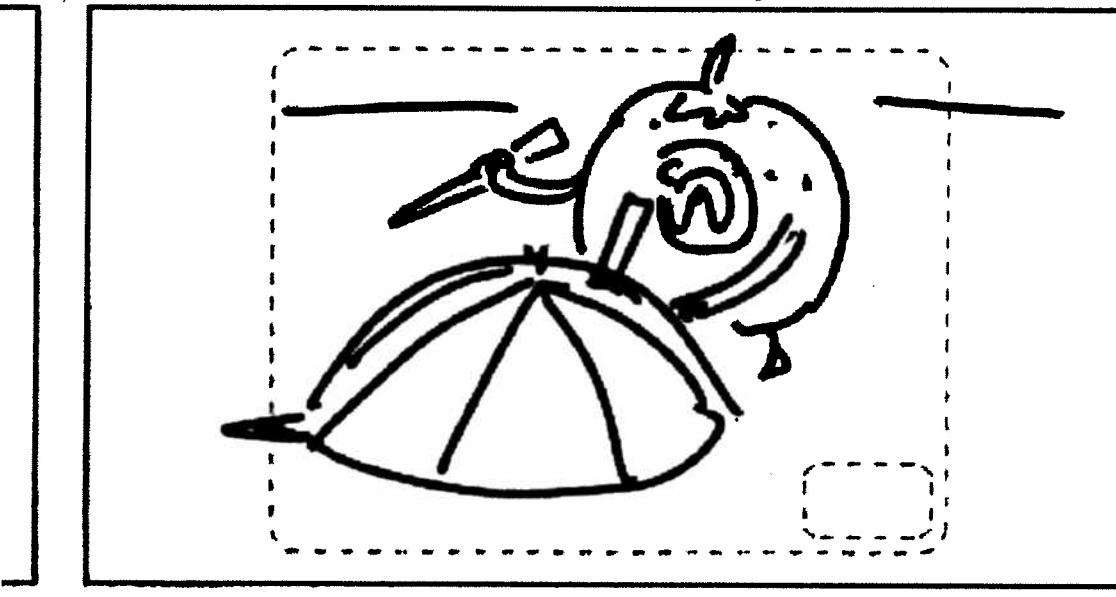
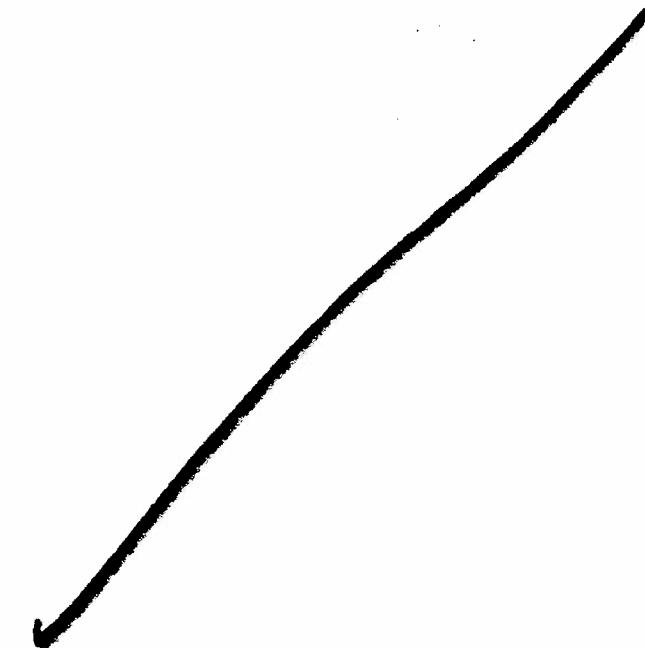
Pnl.

Sc.

Pnl.

Bg.

day night



Dialog

Action:

Timing:

EPISODE 2

Production

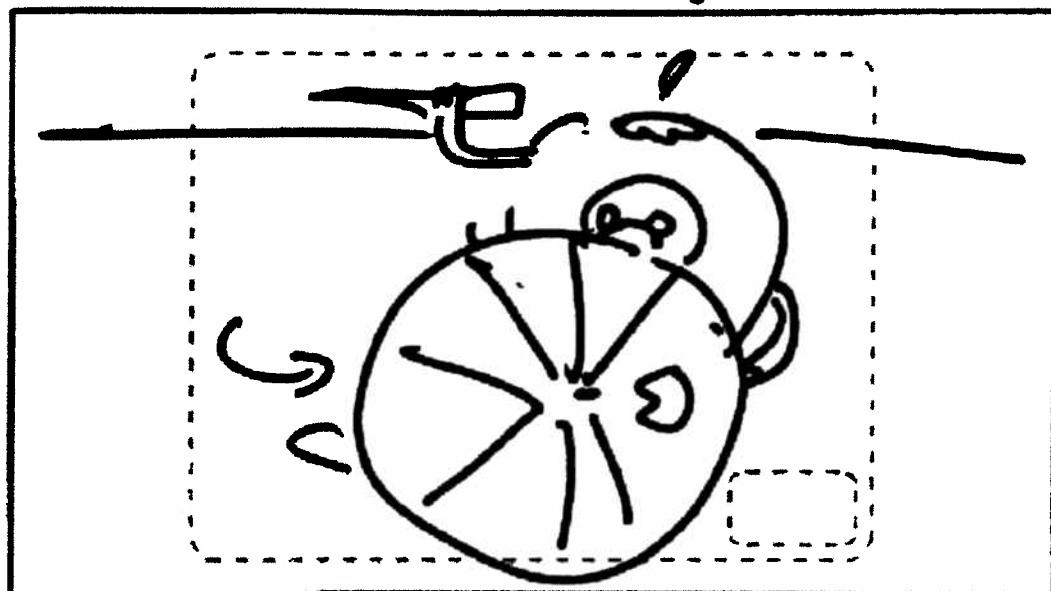


Sc.

Pnl.

dy.

day night



Sc.

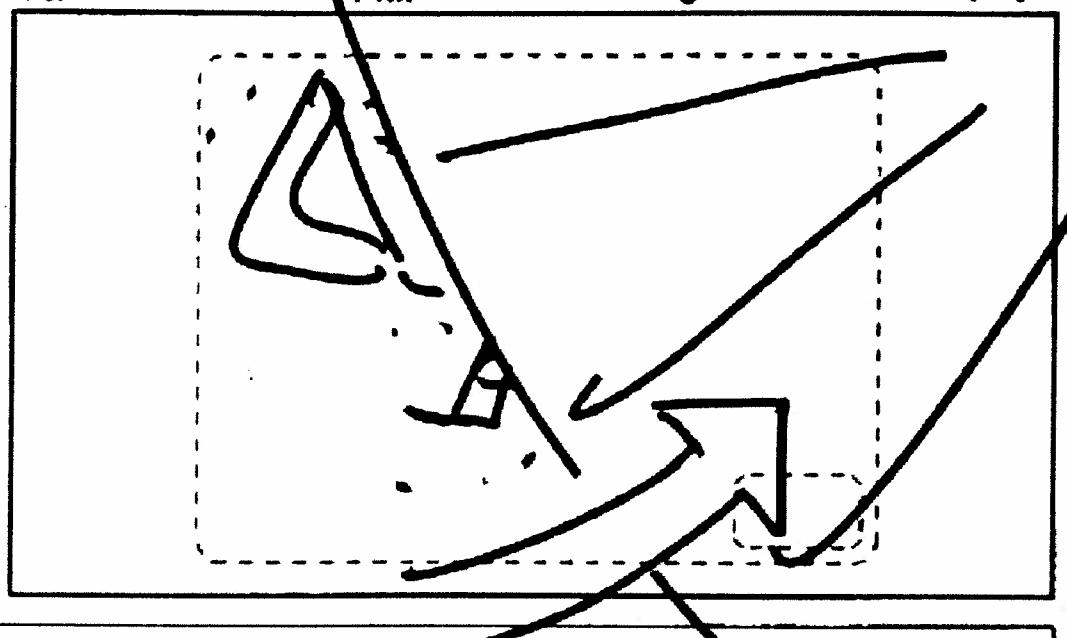
Pnl.

Bg.

day night

Page

243



EPISODE 2

Production

Dialog:

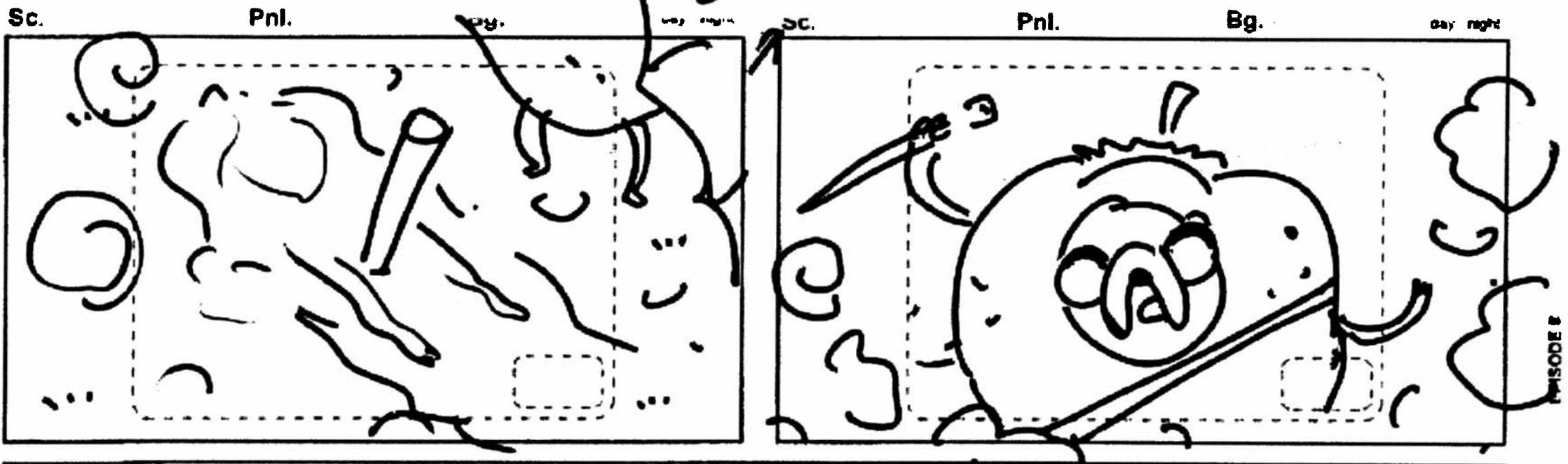
Action:

Timing:





Page 244



Dialog:

J) Huff Puff huff..

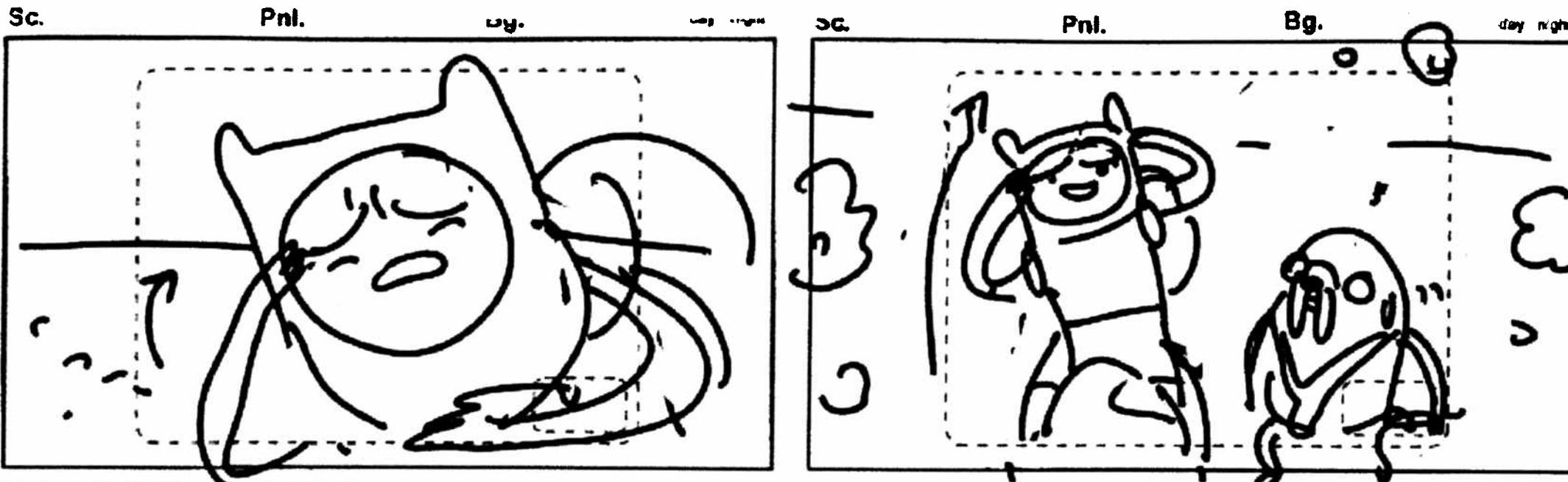
Action:

Smoky marceline. Where is she?

Timing:



Page 245



EPISODE

Dialog:

F) Uhh ...

Jake... You faced  
your fear and  
Saved me.

Action:

Timing:



Production

11



Page 246

Sc.

Pnl.

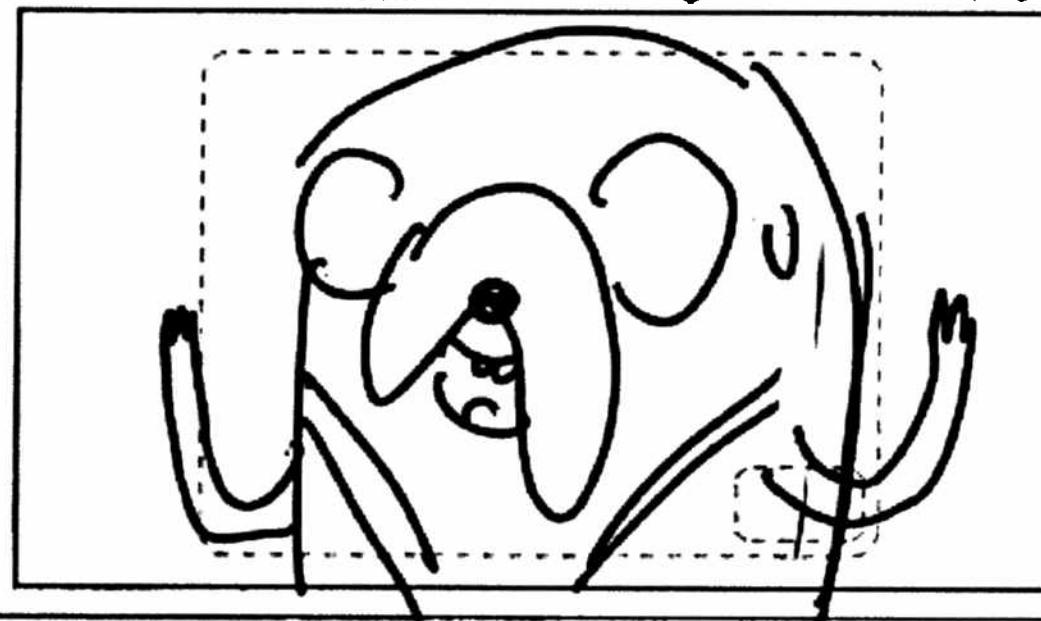
dy.

Sc.

Pnl.

Bg.

day night



Dialog:

J) I did?

I did!

Action:

Timing:

EPISODE 8

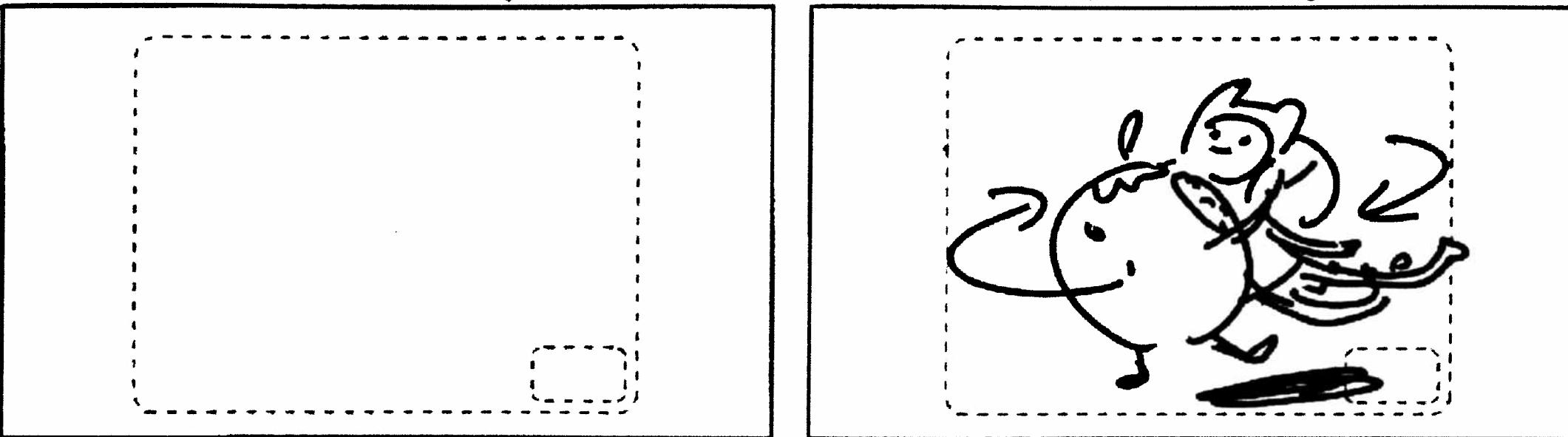
Production



247

Page

Sc. Pnl. Uy. Sc. Pnl. Bg. day night



EPISODE

Dialog:

Yeah.

Action:

Timing:

Production



11111

11 2019 11/2

248

Sc.

Pnl.

Dy.

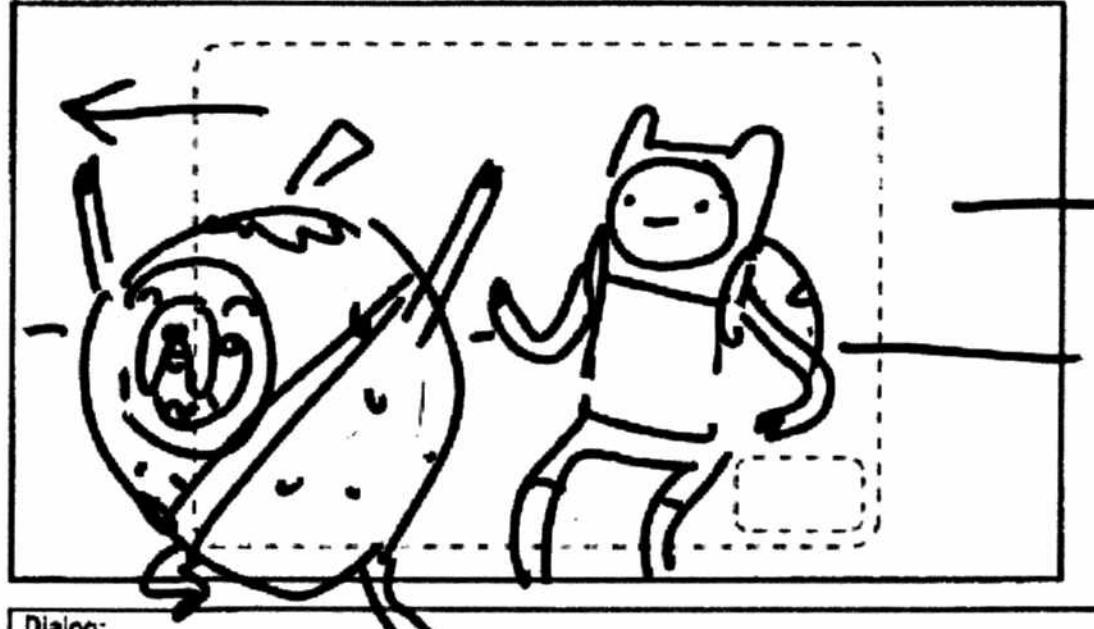
cam. angle

Sc.

Pnl.

Bg.

day/night



EPISODE 8

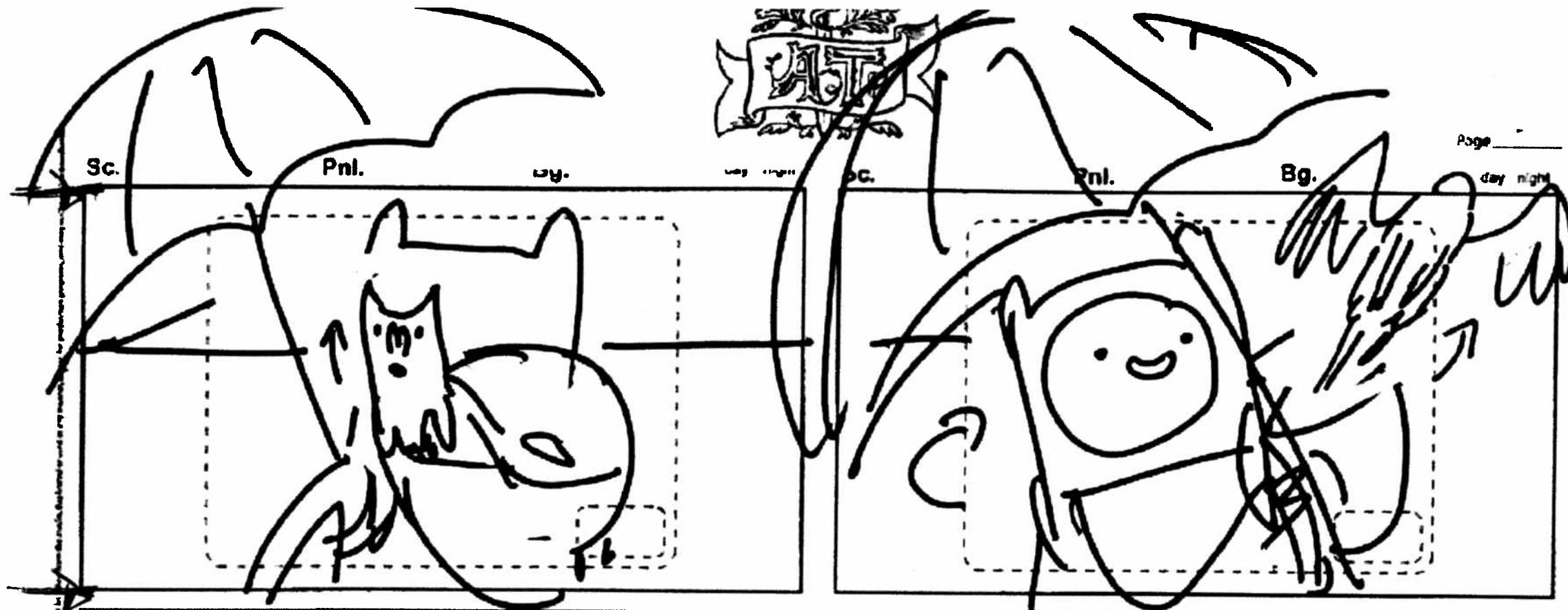
Production

Dialog:

J: I saved my bro -  
- from a ~~scum~~ sucking Vampire!!!  
'hah hah'..

Action:

Timing:



Dialog:

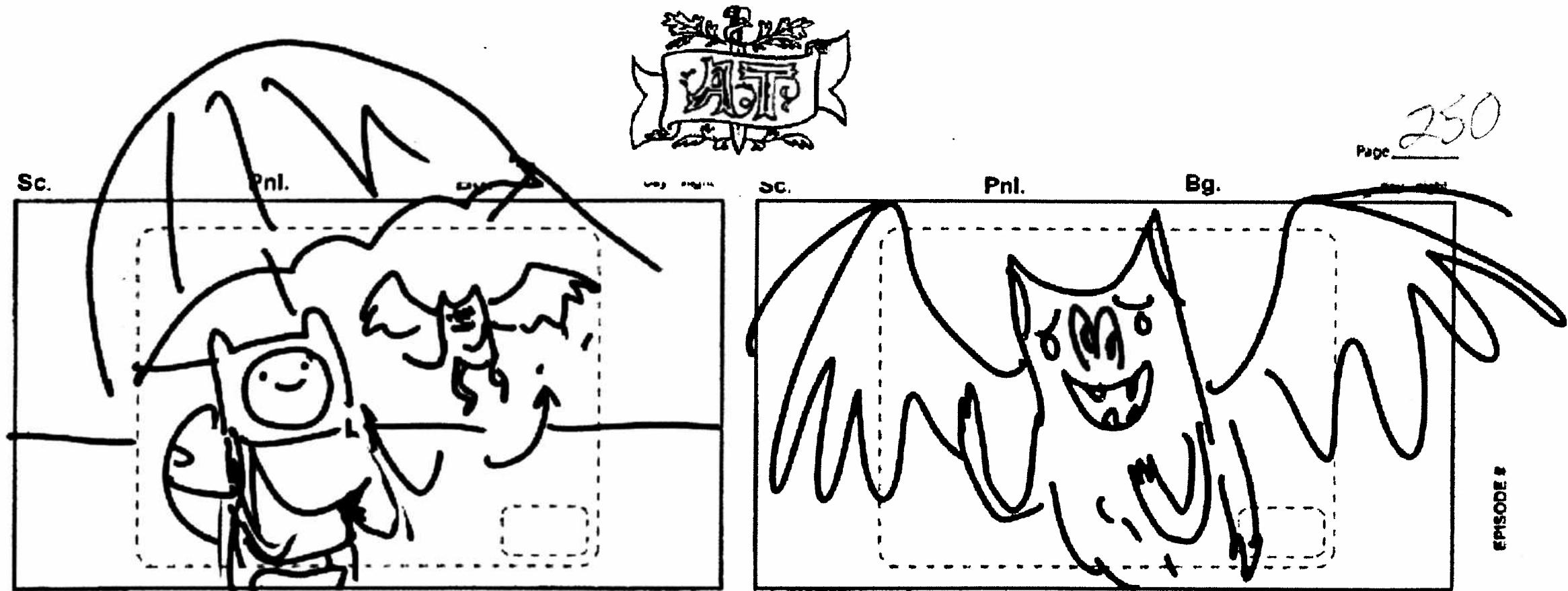
m) IS IT COOL?

Yup.

Action:

Timing:

Production



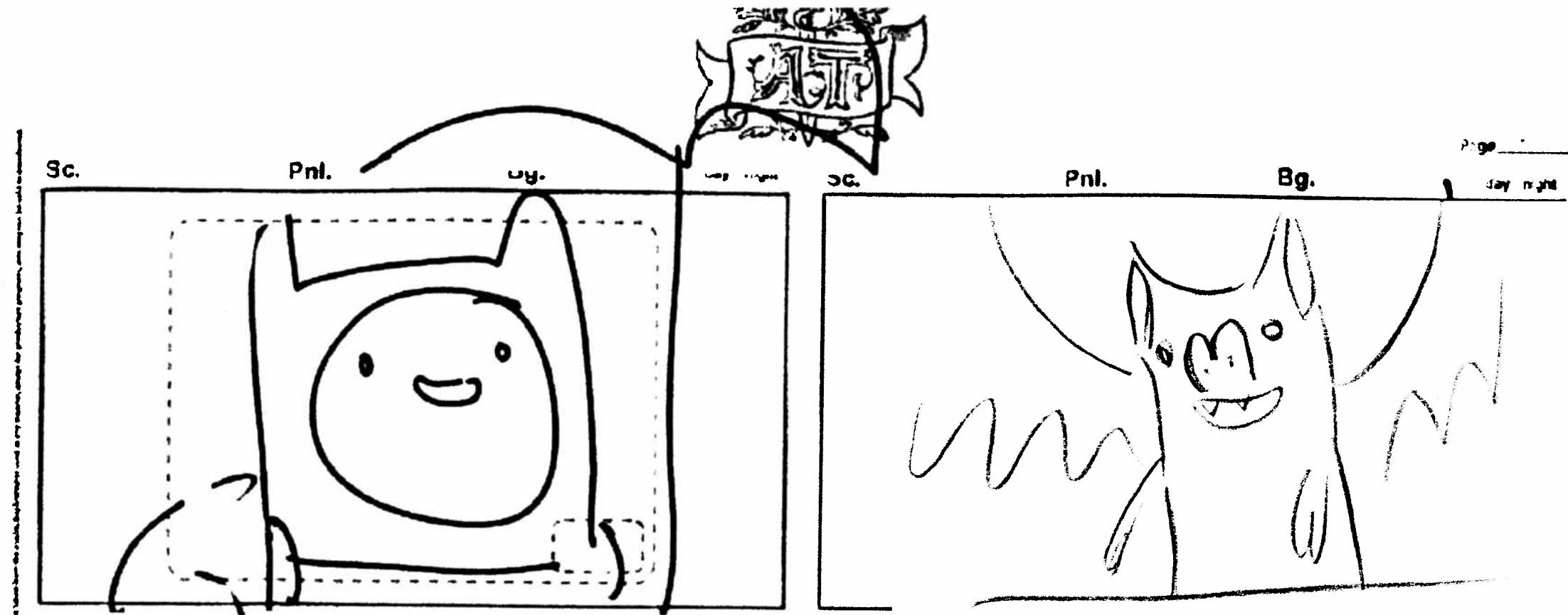
Dialog:

3) Fin..  
I owe you  
digtime

Action:

Timing:

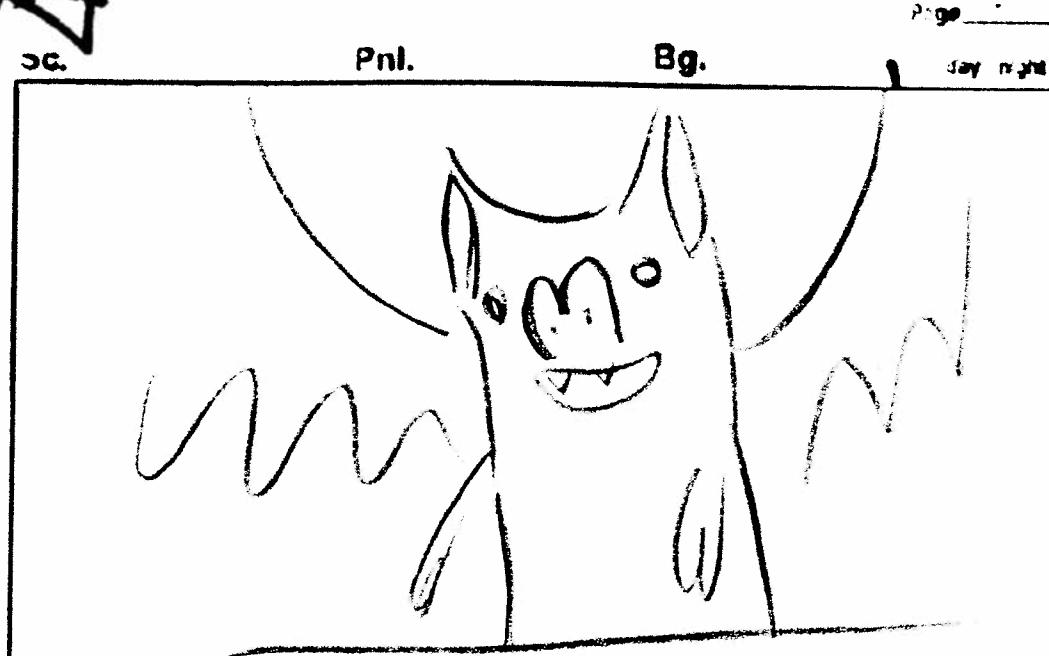
— changing into a  
bat and hiding  
in your pack was  
genius



Dialog:  
F) Hey, that's  
what henchman are for.

Action:

Timing:



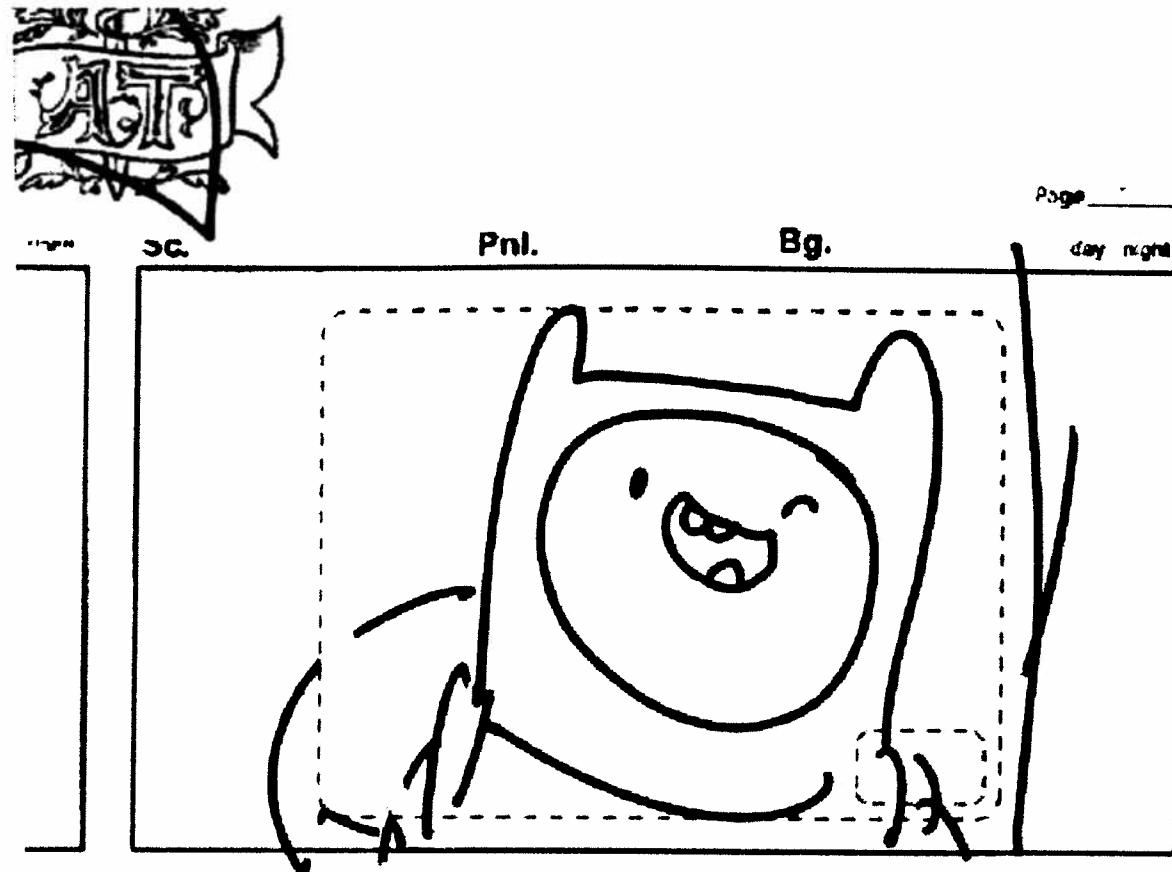
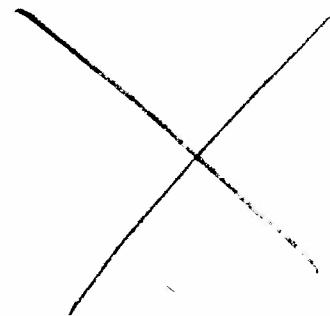
M) Oh that reminds me.  
You're fired from your  
Henchmanship. It's  
NO FUN when I can't  
+TRICK ya.

EPISODE

Production

25

Si  
[ ]  
Dia  
Act  
Timi



We're still on  
for fairly  
strangling  
tomorrow, right?  
though

Production

Sc.

Pnl.

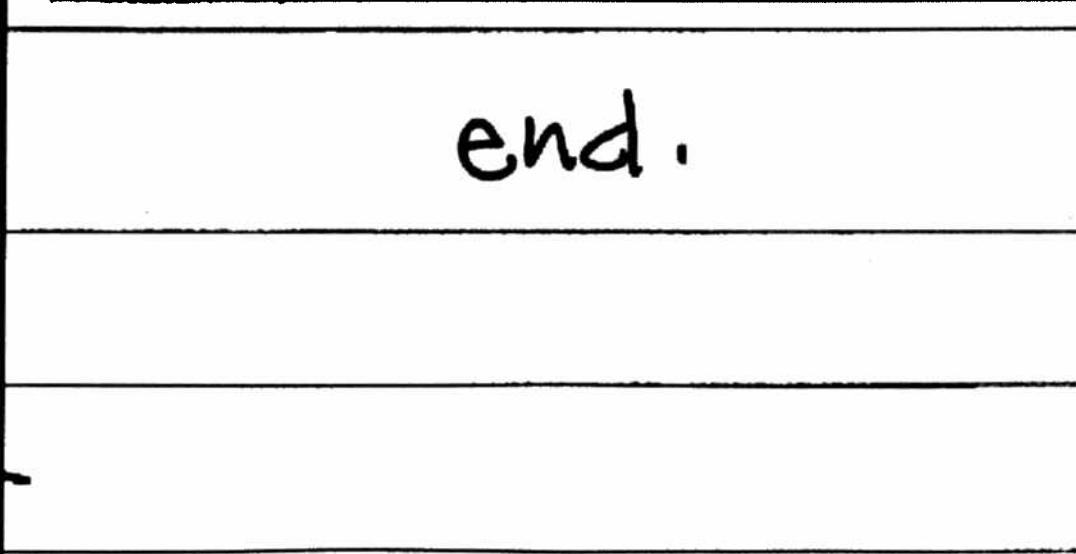
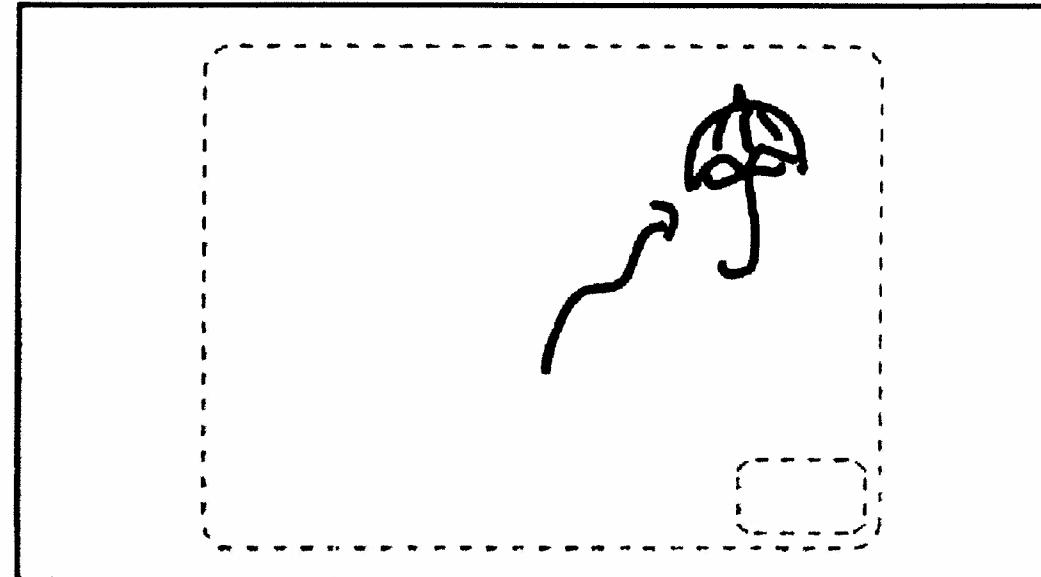
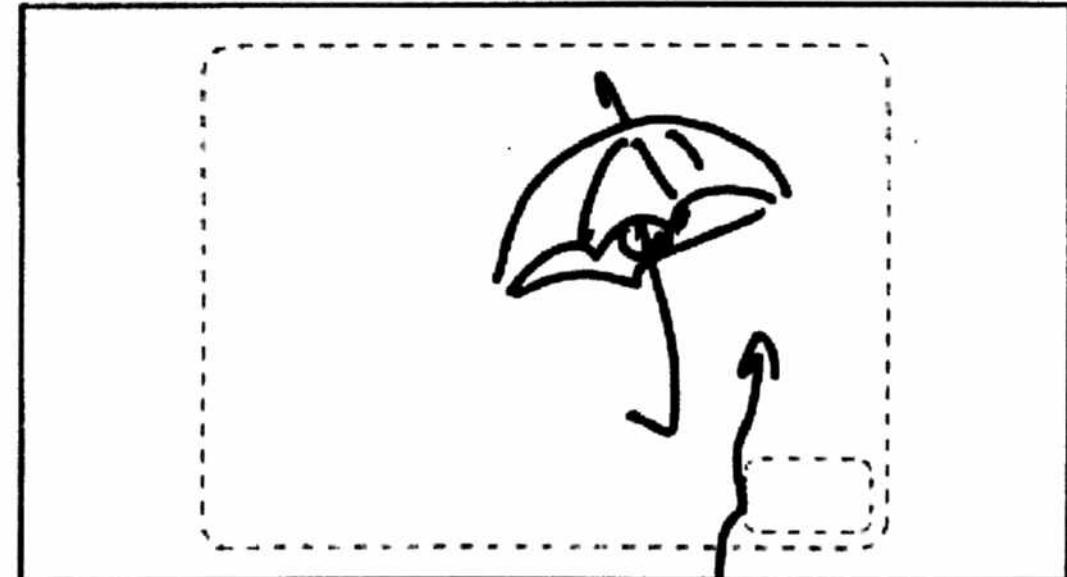
dy.

Sc.

Pnl.

Bg.

day night



end.

m) Definitely:

Squeek Squeek Squeek